GAME PLAYERS NINTENDO•SEGA

24-Page *Shining Force* Hint Book Inside!

Cool Spot

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Sega, Genesis and Sega CD are trademarks of Sega Enterprises, LTD. No Segas were mistreated in the creation of this ad. Okay, so we broke a Genesis. But at least we paid for it.
And we're certainly not going to try and return it under the warranty. Fortunately, the folks at Sega have a good sense of humor.

BIGGEST TO HIT SEGA.

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gameplayers

My god – it's full of stars!

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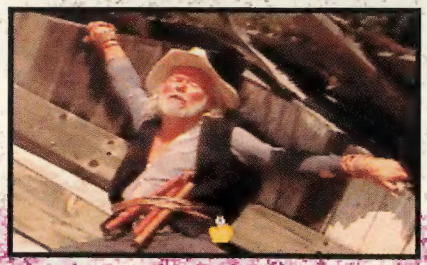

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Carmen Sandiego?
Yoshi's Cookie

september

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Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

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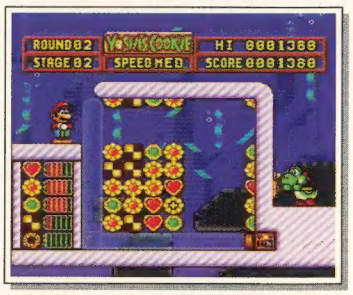
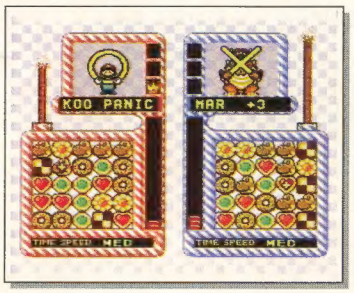
It's a heapin' helpin' of cookie crunchin' fun!



Challenge a friend or the computer for more munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



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Video Control

For some people, September means it's time to head back to school. For others, it means buckling down to work after vacation. But for any real gamer, September means only one thing: the battle begins. Both Genesis and Super NES versions of *Street Fighter* and *Mortal Kombat* face off this month, and it promises to make any confrontation between Mario and Sonic look like a pillow fight.

Our readers' favorite games

So who stands to gain, and who stands to lose? Well, Capcom stands to lose the most, since *Street Fighter Special Champion Edition* is its first Genesis entry. It better look — and sell — great if the company hopes to develop a following. And Sega of America stands to gain the most. Both *Street Fighter* and *Mortal Kombat* are games that are going to sell systems. And there are a lot of SNES owners who are probably going to buy a Genesis just to play the "Mode A" *Mortal Kombat* (see Codebreakers). That's the one with spurting blood and dangling spines.

The impending blast of these games makes this a good time to examine the latest sales figures and see who's *really* on top of the market. The independent market research firm Fairfield Research recently conducted a survey that found that SNES and Genesis cartridges accounted for 55 percent of all games sold in 1992. SNES outsold Genesis by 4.5 million games. Here's how sales stacked up:

1992 U.S. Cartridge Sales (in million units)

Atari Lynx	**0.26**
TurboGrafx-16	**4.1**
Turbo Express	**1.74**
Game Boy	**11.7**
NES	**17.4**
SNES	**27.1**
Genesis	**22.6**
SMS	**3.8**
Game Gear	**0.76**

If you assume an average price per game of $45, then video-game sales totaled more than $4 billion last year.

What's Your Fave?

Fairfield Research also talked to the primary game player in dozens of different households to find out favorite games and quality satisfaction. The gamers ranked the games they own on a one-to-five scale, where one is poor and five is excellent. Here are the overall ratings of the top five games for Genesis and SNES, as well as the percentage of players rating the game excellent or very good.

Genesis Ratings

game	rating	percentage
NHLPA Hockey '93	4.92	100
Road Rash II	4.85	100
Herzog Zwie	4.75	100
TMNT: *The Hyperstone Heist*	4.75	100
Dungeons & Dragons: *Warriors of Eternal Sun*	4.71	86

Super NES Ratings

game	rating	percentage
Street Fighter II	4.90	96
Contra III	4.89	100
Prince of Persia	4.86	100
Super Star Wars	4.85	95
Star Fox	4.83	100

Whaddaya wanna bet that those favorite games have significantly changed by the end of the year? *Street Fighter* and *Mortal Kombat* are really going to be punching their way to the top.

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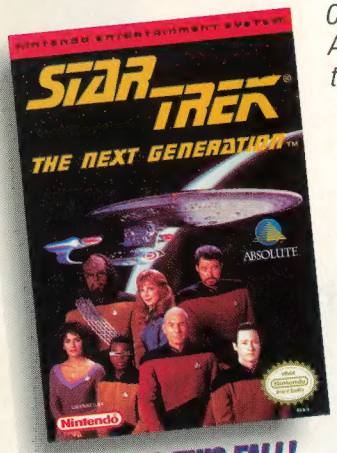

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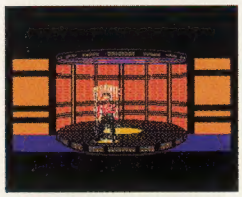
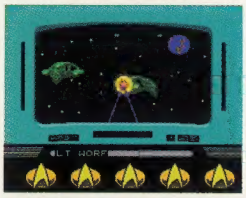


An intruder has infiltrated your starship; contact Chief O'Brien to beam it off!



A Romulan armada moves in for the kill—aim phasers and fire!

The U.S.S. Enterprise™ is under attack! Order Lt. Worf to raise shields!

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Product Information Number 100

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*Mario Andretti

When Nigel Mansell entered the world of Indy car racing, he knew his biggest competition would be Mario (the driver, not the plumber). In his debut Indy car race in Australia, Mansell stunned the racing world by upsetting Andretti, and capturing the checkered flag. Now you can relive Mansell's march to the Formula One crown with Gametek's NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING. Every other racing game for the Super Nintendo is left eating dust. No other racing game puts you in the driver's seat like Nigel. Featuring a first-person hands on perspective, 16-International Formula One race tracks, totally customizable Formula One cars, randomized weather conditions and even audible hints from the man himself, Nigel Mansell. So, see for yourself why reviewers are calling Nigel Mansell the best racing game ever available for the Super Nintendo Entertainment System.

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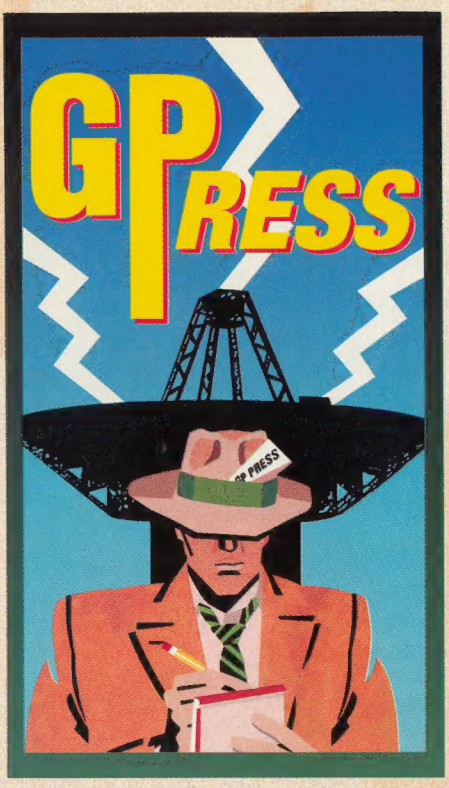

Are Trading Cards Traded Out?

When a billion-dollar market drops, does anyone really notice? Sure, they do. TOPPS laid off 305 part-time employees back in the spring, and the company blamed the shrinking market for the loss.

The sports-card market dropped around nine percent (to $1.8 billion) last year, according to research commissioned by Action-Packed Sports Cards. The volume of sports trading cards purchased by collectors decreased 20 percent (to 16.7 billion cards), and the overall number of sports-card collectors was down seven percent (to 16.7 million).

"The industry as a whole is really going through a contraction" says TOPPS spokesperson Tim Boyle, who said he expected industry sales to drop 30-50 percent this year. TOPPS reported its first loss since 1982 for the fourth quarter of 1992. Stock in another top card company, Fleer, dropped 11 percent in a single *day* just after TOPPS announced its layoffs.

Experts blame the drop in the sheer number of people presently collecting cards. The market has grown from "true collector" interest to a "speculative frenzy" of people just buying in hopes the value of a particular series will increase.

"The people who collected in 1960," says Robert Lifson, president of Robert Edwards Auctions Inc., "didn't collect because the cards were valuable and could be sold for more money. They tended not to save them in the quality and quantity of today."

For example, the reason a '56 Mickey Mantle card is valuable is because not that many people originally got the card, and even fewer hung onto it. But thousands snatched up a Jose Canseco card, and it's never going to be particularly valuable for just that reason. There are just too many people, said an industry spokesperson, buying too many cards.

The Action-Packed Sports Cards survey found that the oldest average buyer, with a median of 14.89 years, bought hockey cards. Baseball attracted the youngest buyers (average 12.55 years) and the most female buyers (12.9 percent).

Third Batman Is Burton-less

It looks like *Batman* visionary Tim Burton won't be behind the camera when the third movie goes into production. We hear that Joel Schumacher will be the director of *Batman 3*. Schumacher, who got his start as a screenwriter for such schlocky movies as *Carwash* and *DC Cab*, is better known as the director of movies ranging from *St. Elmo's Fire* to *Forever Young*. Not particularly *Batman*-like, you say. The movies that probably got him the job are the more visually arresting *The Lost Boys* and *Flatliners*.

The word on this third *Batman* — and this is *very* preliminary — is that Catwoman will be back, with Two-Face following the Joker and Penguin as primary villain. If you don't know your *Batman* lore, Two-Face was once Harvey Dent, the district attorney for Gotham City. Following a disfiguring accident in which half his body is charred, he cracks up and begins dispensing his own brand of justice. He uses a coin to pass judgment on those with whom he finds fault — one side of the coin is the scarred Harvey, the other not. Guess what happens when the scarred side comes up....

With the exception of the Riddler, Two-Face is the only classic villain from the comic-book series not used in *Batman*. If you remember, Harvey Dent made a brief appearance in the original *Batman* movie, played by Billy Dee Williams. No word on whether Williams has been asked to reprise his role.

Ronald Plays Sonic?

Sega's Sonic the Hedgehog recently joined Ronald McDonald at a Ronald McDonald House in Palo Alto, CA to deliver one of the 157 Sega Genesis systems and software libraries slated for installation in all the Ronald McDonald Houses worldwide. The establishments provide housing for families of seriously ill youngsters while they're undergoing operations or treatments in nearby hospitals.

Wish List

Games *We* Wanna See in Development

"Tales from the Crypt" (Sega CD)

Sierra's *Space Quest* series

Hard Target

Muddie Mudskipper in: The Crayfish Caper

anything from Image Comics

Konami Plans Development Center

Konami, one of the top third-party licensees for Nintendo and Sega systems, is building a U.S. development center adjacent to its Buffalo Grove, IL offices that's scheduled to open next spring.

According to Kathy Reilly, marketing manager for Konami, the research and development center will allow Konami to provide day-to-day input on games as they're developed.

"A closer working relationship between programmers and our U.S. marketing and sales staff will result in direct consumer benefits," she says. An additional R&D facility is being built in Tokyo.

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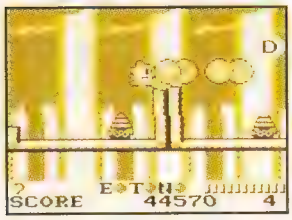
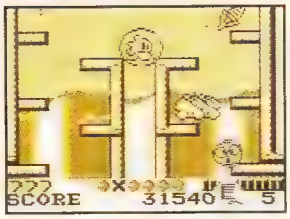
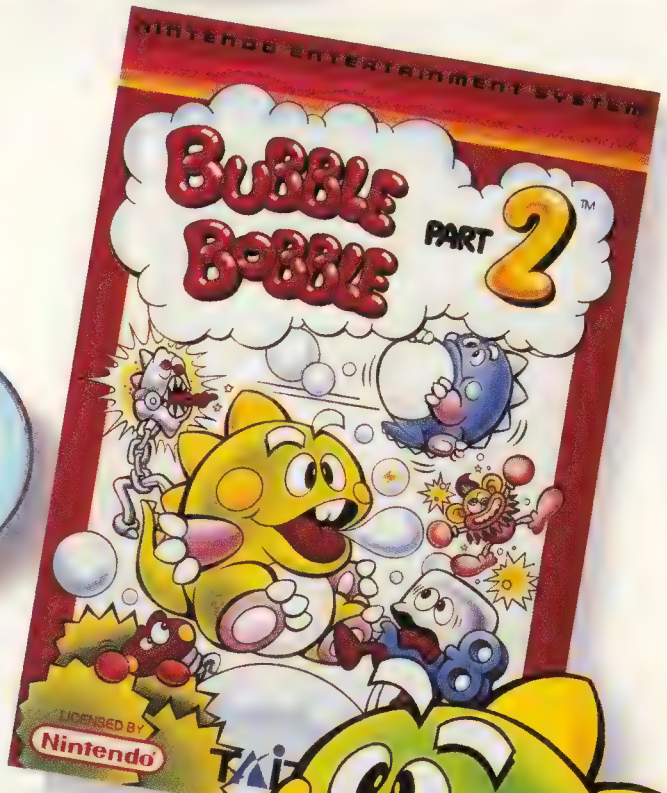
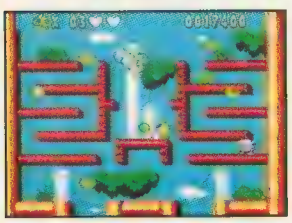


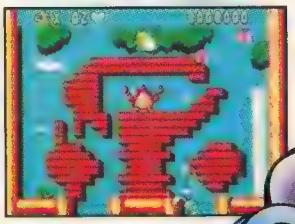


Whoever says blowing bubbles isn't much fun is full of hot air! "Bubble Bobble" is back with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow!







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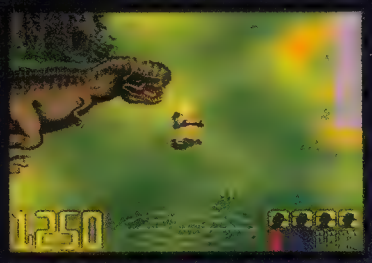

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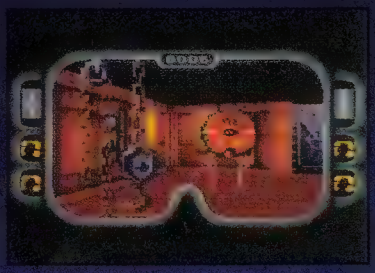

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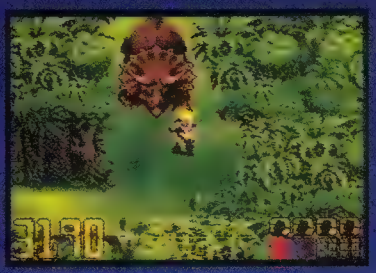

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Live-Action Movie Stars Japanimation Hero

It's still in the planning stages, but Universal Pictures is planning a U.S. live-action version of *Akira* — the mega-cool cyberpunk that's an animated cult hit in Japan.

Expected in theatres in '94 or '95, *Akira* is, like *Blade Runner* and *Shadowrun*, set in a cyberpunk-ish future. The government is working on a secret experiment that enhances the mental ability of teens. Akira was the first subject in this experiment, but his power blew up in a mushroom cloud that destroyed Tokyo. Now a gang of young — yet hip — delinquents living in Neo-Tokyo get caught up in the experiment.

The original *Akira* was recently released in an English-language version on laserdisc and video. Rumor has it that *Akira* is also going to be a video game, though we've promised not to tell you who's got it until the deal is sealed.

The West's Getting Wilder

The Old West may be getting ready for a new shootout: there are *two* Wyatt Earp features headed for theatres (and a third for TV). Dennis Quaid stars as Doc Holliday to Kevin Costner's Earp in the Warner Brothers *Wyatt Earp*, which began a Sante Fe shoot in mid-July. The finished movie should be ready for next summer.

In *Tombstone*, Kurt Russell straps on Earp's six-shooter, with Dana Delany starring as Josephine, one of his wives. Hollywood Pictures got the jump on Warner Brothers; *Tombstone* began filming in mid-May in Tucson. Screenwriter and first-time director Kevin Jarre plans to release the Hollywood Pictures film next spring or summer. *Tombstone* costars Val Kilmer, Michael Biehn, Bill Paxton, Jason Priestly, and Powers Boothe. Old-timers Robert Mitchum and Charlton Heston have cameo roles.

Not to be outdone in this standoff, Mel Gibson plans a big-screen version of the old TV hit *Maverick*. Action director Richard Donnor (*Superman*) will direct a script by William Goldman (*Butch Cassidy and the Sundance Kid*). Gibson plays the cowboy/gambler, and he's trying to get the TV Maverick, James Garner, to play a supporting role.

Top 10 MTV Videos of All Time

10	"Vogue"	Madonna
9	"Janie Got a Gun"	Aerosmith
8	"Sweet Child o' Mine"	Guns N' Roses
7	"One"	U2
6	"I Will Always Love You"	Whitney Houston
5	"Jeremy"	Pearl Jam
4	"Losing My Religion"	R.E.M.
3	"Enter Sandman"	Metallica
2	"Thriller"	Michael Jackson
1	"November Rain"	Guns N' Roses

Deal of the Century

Acclaim has entered into a long-term agreement with TitanSports, Inc. giving the company rights to World Wrestling Federation properties for all interactive entertainment media — video game, arcade game, and floppy disk formats — through the year 2000.

New Wireless Remote Available

Acclaim has developed a new wireless remote controller for both SNES and Genesis. The "Dual Turbo" provides cordless play from up to 25 feet from the control decks. Special playing features include turbo and "super turbo" speeds, an eight-way control pad, auto-fire, and a slow-motion mode. The two wireless controllers and an infrared receiver together retail for around $60.

Kung-Fu Fighting?

Is the only street fighting happening on video screens? We hear that to keep Sega of America from having an edge in the holiday season, Nintendo of America pressured Capcom into delaying the Genesis version of *Street Fighter* until the SNES *Turbo Edition* was ready to ship. As a result, Sega of America had to pack in *Streets of Rage II* with its fighting pack instead of *SF*. Ouch!

Star Wars on the Block

Nintendo is interested in buying the rights to the CD version of the *Star Wars* trilogy to increase buyer interest in the new Nintendo CD-ROM (we hear it's to be called "System 32").

Nintendo is also interested in modifying its CD software to add a modem feature. With a modem, you can play your favorite *Star Wars* game with friends around your town or across the country. One player could be Chewbacca, one Han Solo, and another Luke Skywalker, all playing within the same game. Nintendo's only obstacle is that JVC and LucasArts may not sell Nintendo the rights — and may even decide to do its own CD *Star Wars*.

Mario Trading Cards Debut

SkyBox has introduced a line of trading cards featuring the characters, scenes, and special effects from the *Super Mario Bros.* movie. The 100-card set features 91 story cards and seven behind-the-scenes cards that provide an inside look at production sketches and special effects. Three bonus hologram cards feature the star dinosaurs.

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MORE TO COME!

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Product Information Number 230

Music Composer Available Here in 1994

A new music composer application for the Super Famicon won't be available in North America until early in 1994. The revolutionary machine isn't even official in Japan, yet, but *Game Players* hears it will be demonstrated during the Nintendo Fair held in Tokyo in late August.

A Nintendo spokesperson told *Game Players* the application "has a brand-new concept, and you won't be able to guess what it's like unless you actually watch it played. It isn't merely a games or music-composer application, but is completely new, with more 'artistic' feelings, combining light, music, and video."

The music composer — still unnamed, although "music Insect" was originally chosen — features four characters shaped like insects (a ladybug, dragonfly, and so on), each with different composition abilities, such as melody, bass, percussion, and so on. Two insects move horizontally and two vertically, and when they cross, original music is automatically composed. Players can control the moves or select tone quality with a mouse.

"Automatic music composition," the spokesperson said, "tends sometimes to create unpleasant music, but the music composed by *this* application is always absolutely beautiful and comfortable and helps people relax. I don't know whether it will be a big hit or not, but it will be enthusiastically loved by those who can find its value."

TMNT Team with Surgeon General

Leonardo teams with U.S. Surgeon General Antonia Novello to launch the 1993 National Immunization Campaign for Children. The TMNT will be Spokesturtles to help communicate the importance of early immunization.

TOP TEN GAMES THAT NEVER MADE IT

10. Smokin' Levi: The Amish Avenger
9. *David Copperfield*
8. Championship One-Syllable Scrabble
7. Bulls vs. Predator
6. Hamster Huey and the Gooey Kablooie
5. Barbie & Ken: Let's Play Doctor!
4. *Terms of Endearment*
3. Cooking Tips from Ryu and Ken
2. Super *Valdez* Cruise-n-Ooze
1. Where in the Lower Intestine Is Carmen Sandiego?

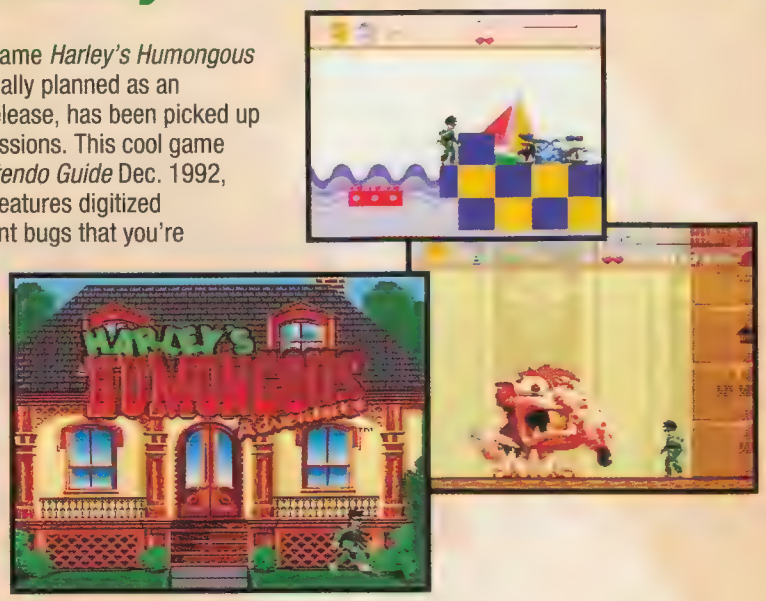
The Nintendo Channel?

With the Sega Channel set to debut within a few months, it looks like Nintendo already has a few tricks up its sleeve — even if it's not ready to jump into the North American market yet. Nintendo has invested close to $10 million with the Satellite Digital Audio Broadcasting Company of Japan. Set up in April 1992, the company is the only one of its kind — i.e., a satellite using digital audio — in the world.

Nintendo intends to use some of the company's unused frequencies for its video-game channel, expected to start up in Japan next April. It will require some type of attachment inserted in the cartridge port of the 16-bit home system to "talk" to the central broadcast station. At the moment, however, Nintendo plans to use the system to run game information and hints in a text-only format. There's absolutely no word about plans for a similar setup on this side of the ocean.

Hi Tech Picks Up Harley

The Super NES game *Harley's Humongous Adventure*, originally planned as an Electronic Arts release, has been picked up by Hi Tech Expressions. This cool game (reviewed in *Nintendo Guide* Dec. 1992, overall score 7) features digitized claymation mutant bugs that you're supposed to take out with paper clips, thumbtacks, and anything else you can scrounge up. It's goofy, challenging, and colorful, and we're glad it's finally going to be released.



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5NNW

Arcade Cartoons Come to Home Systems

Epicenter Interactive, a newly formed software production company, has obtained exclusive rights to the popular *Dragon's Lair* and *Space Ace* properties for disk-, video-, and CD-based games.

The 3DO *Dragons Lair* should be released in October by Epicenter and ReadySoft. The Sega CD version should follow by the end of the year.

Space Ace for Super NES, developed by Empire, should ship in time for the holiday season. A cartridge version of *Dragon's Lair II: Time Warp* for Genesis will follow in the spring.

Epicenter was formed last April by Paul Morison and Rick Van Ysseldyk, formerly of Don Bluth Multimedia, which closed late last year when the Ireland-based Don Bluth Group restructured.

Space Ace

THE HOT NUMBER

65 million

The number of years it took dinosaurs to return to world domination.

Sonic Shuttle Headed Your Way

Has the shuttle landed in your city yet? Sega of America has docked with Coca-Cola for a video-game tour of 20 U.S. cities. Launched in Atlanta in June, the tour will travel from coast to coast before wrapping up in Albany/Syracuse. The Sonic Shuttle is a customized van offering three Sega video-game stations and lots of free samples of Cherry Coke.

In addition to *Sonic the Hedgehog 2*, visitors to the Sonic Shuttle can play *X-Men*, *Ecco the Dolphin*, *Cyborg Justice*, *Evander Holyfield "Real Deal" Boxing*, and *Sports Talk Baseball* — all free of charge. Some 1.7 million Sega and Cherry Coke freebies will be given away, including game systems, T-shirts, watches, and toys. Sega expects more than two million people to visit the shuttle.

Arbor Daze

The National Arbor Day Foundation, a nonprofit education organization, has asked *Game Players* to tell our readers that it's offering trees to school groups and other clubs looking for fundraising ideas. If the trees are sold to customers for $3.50 each, organizations make a profit of $1.25 each.

There are eight available types — Black Walnut, Pin Oak, Red Maple, Sugar Maple, Thornless Honeylocust, Tuliptree, and Weeping Willow — and each stands 2-3 feet tall when it arrives. Shipments are made directly from the foundation, so the fundraisers never need to handle or deliver the trees, and each is guaranteed to grow or it's replaced free of charge.

Sales materials are provided free of charge by the foundation. For more information, write: Fund-Raising Trees; National Arbor Day Foundation; 100 Arbor Avenue; Nebraska City, NE 68410. Hey — it seems to us that trees are better than candy bars or wrapping paper!

They Rode the Wave!

Here are the winners of our Ocean Ride the Wave Sweepstakes. The three winners receive a Nintendo format game system of their choice. Congratulations to:

Jimmy Ash, 12, of St. Louis, MO
Stephen Dietz, 12, of Biloxi, MS
Arnett A. Batteria, 15, of Adrian, MI

GP

OFF THE RECORD • OFF THE RECORD • OFF THE RECORD • OFF THE RECORD

Can White Men Play Games?

Trimark Interactive has snagged its first major licensing agreement. The company will produce SNES, Genesis, Game Boy, and Game Gear versions of 20th Century Fox's *White Men Can't Jump*. According to a company spokesperson, Trimark plans to release four to six games for Genesis and SNES by next June.

Japanese Hardware Introduced

JVC introduced its second-generation WonderMega, priced 30 percent lower than the previous machine, this summer in Japan. The RG-M2, featuring a six-button, cordless controller, is priced around $460, about $200 less than the RG-M1.

JVC says the main features are almost the same as the M1, and sound, picture performance, and features are the same. Like the M1, the M2 is compatible with Mega Drive, Mega CD, music CD, and CDG software. The main difference is the M2's 6-button controller, which features on/off and reset switches, sound volume control, and switch of displayed sources. JVC expects initial annual sales of 50,000 units, but there are no plans at present to sell the product overseas.

Robocop Headed for TV

Orion Pictures, still on the prowl for some bucks after a couple of years of financial difficulty, got a half-million-dollar boost from Canada's Skyvision Entertainment. Skyvision paid for world TV licensing rights to a *Robocop* series. There are already 22 hour-long episodes planned, with delivery set for this January, several months after *Robocop 3* makes its long awaited arrival in theatres. We know Skyvision has talked to Peter Weller about starring or making a guest appearance, but there's no word on whether he will.

Genesis Gets New Start

Sega plans to drop the price of the Genesis to $99, packaging the machine with two controllers and a *Sonic 2* cartridge. The Sega Two Set, as it's called, will be out in late October or early November.

2 PLAYERS
2 SCREENS
2 COOL!

Are you ready for a reckless race that's like nothing you've ever experienced? DASHIN' DESPERADOES pits you against a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead"!

Will and Rick were best buds until Jenny came to town. They've been rivals ever since — and now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard, and they'll do anything to top each other!

From the deserts of the Southwest to the icebergs of the Arctic, through shark-infested seas and haunted ruins, you'll need your fastest footwork, your wits, and a few handy bombs to keep Jenny safe and sound — and to leave your opponent in the dust! So you'd better get dashin', desperadoes — and may the coolest cowdude win!

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Product Information Number 130

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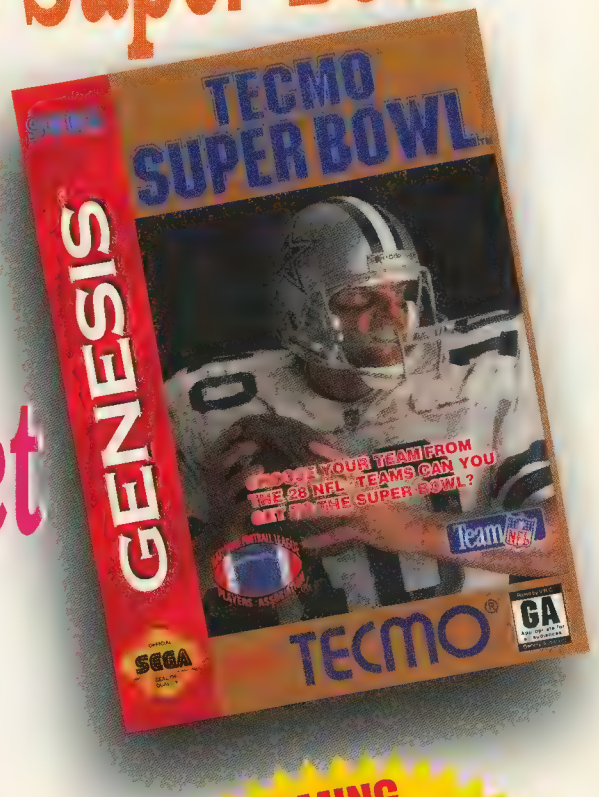
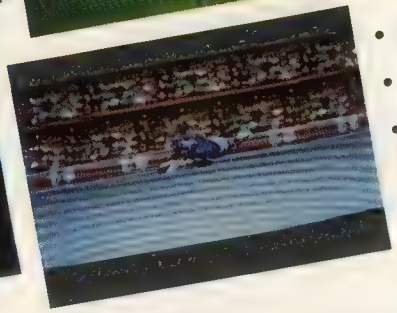


COMING SOON!

Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.



- NEW UPDATED ROSTER!
- NEW TOUCHBACK FEATURE!
- DIVE OVER THE TOP FOR A TOUCH DOWN!

COME RAIN, SNOW OR SHINE . . .

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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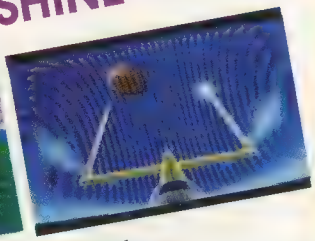
COME RAIN, SNOW OR SHINE . . .

DIVE OVER THE TOP FOR A TOUCH DOWN!



FIELD GOAL!

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Product Information Number 233

TECMO® SPORTS™

TECMO 16 Bit SPORTS

Mario Paint-ers

Frances Staggs (age 21) of Melrose Park, IL

Rodney Olmos of West Jordan, Utah

Bobbie Martin (age 11) of Pleasanton, CA

The Pen Pal Connection

I'd like to get in touch with someone with an NES or Game Gear to exchange tips or be pen pals. I'm almost ten.

Michael Gagliardi
18 Spaulding Lane
Groton, MA 01450

I'd like to get in touch with other Game Boy and NES players to trade tips or just be pen pals!

Jay Hemphill
Route 2, Box 75B
Doniphan, MO 63935

I'd like to get in touch with other NES, SNES, or Genesis players to exchange tips or strategies. I'm 14.

Ryan Riley
5947 Richmond
Dallas, TX 75206

The Rating Game

I'm responding to what was said in the July issue about Sega rating games for violence. Let me ask you this — do you really think that putting labels on games saying that they're "too violent" is going to do any good? The same thing was done with music, and it didn't do a bit of good. I'm a big fan of hard rock, and a lot of groups have Parental Advisory stickers on their albums. I'm 13, and I've gotten a lot of CDs without an adult present that have been stickered. The clerks don't care about it.

Why do people think stickering games is going to be any different? I agree with Ken Lobb, the product manager of Namco, who said if a game is too violent, don't buy it. Most kids probably have their parents with them when they buy games, so the parent just shouldn't let their kids get games they consider too violent.

Come on, people — even the *Mickey Mouse* games are violent!

Jon Wiese Jr.
Berrien Springs, MI

Mega-What?

I own a Super Nintendo. In your issues, you sometimes tell the number of megabits a game has (4-meg, 12-meg, etc.). Some games seem to have more than others. If megabit means the amount of memory a game has, wouldn't that mean the game is bigger, making it better? Please explain to me what megabit means and what it has to do with different numbers in games.

Danny Flores
New York, NY

Basically, megabits refers to the amount of game programming stored on a game cartridge. So a 12-meg game has three times as much program code as a 4-meg game. But what really counts is how the programming is used, not how much of it there is. So don't think that the more meg, the better the game. It just ain't so.

GO HAIRWIRE WITH YOUR SNES

He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for Rocky Rodent!

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Product Information Number 126

Bull's-eye
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COOL SPOT™

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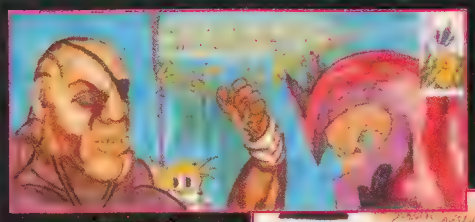
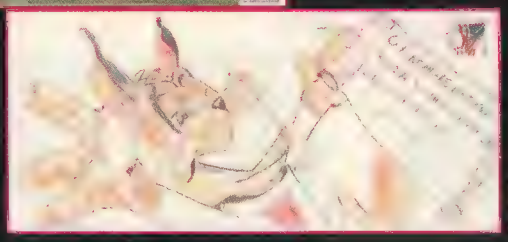


Ollie Aplasca of Poughkeepsie, NY

Bobby Moyce of Oakland, CA

Ramiro Juarez Jr. of Olmito, TX



Keary Ingrum Jr. of Cocoa, FL

Game Ideas of the Month

I've come up with an idea that I've never heard of. What if you combined the year's biggest hit with the best-known character in video-gaming? That's right — *Super Mario Fighter*! Can't you just picture it?

Ryu and Ken would, of course, be represented by the Mario brothers. Dahlsim would be Yoshi — his tongue could lash out like Dahlsim's arms. Donkey Kong Jr. would be E. Honda; the princess would be Chun Li. I guess you get the picture.

When you get certain items, you have the ability to use special attacks. For instance, a Fire Flower would drop from the top of the screen, and whoever catches it would be entitled to his or her own special missile attack. Plus, you could carry many power-ups at one time. Just imagine: Mario collects a cape — he can now do his fireball in the air!

Steven Hari
Toronto, Ont.

I've never seen a kickboxing game. There could be different fighters with cool kickboxing moves. There could also be different backgrounds or boards to fight on. Maybe there could be a story about the game or legend pertaining to it.

Reuben Formey
Savannah, GA

There is -- Best of the Best!

Mouse Trap?

I just purchased *Shanghai 2* for my SNES and was quite disappointed to find out that it's *not* compatible with the Super NES mouse. How could Activision overlook such a great peripheral on this great game? Seems like all the PC versions of this game use a mouse, so it would seem only obvious!

Is the mouse intended only for games that have been programmed for it?

Mike Klein
Yucaida, CA

Games do have to be programmed with the mouse in mind — there's a special driver system that a game needs before you can use a mouse controller. It could be that Shanghai 2 *was already past its programming stage when the mouse was released and that's why it's not mouse compatible. Quite frankly, we assumed* a lot *more licensees would have hopped on the mouse-wagon by now. Maybe now that Sega of America has a mouse as well, we'll be seeing more mouse-driven games.*

The Complaints Counter

I think the SNES should stop stealing the NES games series. I think that the new *Mega Man* game for SNES should not be *Mega Man 6* — I think it should just be called *Super Mega Man*. I feel the same way about other NES heroes moving to the SNES. I like the SNES, but I think they should just make original games.

Marvin C. Weaver
Natchez, MS

You'll be glad to hear that the SNES version of Mega Man *IS radically different from the Game Boy and NES versions. And the game will be called* Mega Man X.

I think games cost too much, but what's really repulsive is the cost of CDs. A cartridge is packed full of high-priced processors and other components. Fine.

What's a CD? Basically, little holes burned in a reflective surface. Little 1s and 0s representing a "program" on a storage medium. All the chips are in the CD unit, and you've just paid plenty for it. Why do you pay more for a little mirror than a cartridge crammed full of components? Music CDs cost only $15 or even less!

R. Packham
Ontario, Canada

The Burning Question — June
The Last Word

June's question: Should there be more video games aimed at an adult audience?

There's a mega-need for over-18-only games. I'm a collector of anime [Japanese animation], and there's usually some nudity and racy situations, and that style would make for some great games. It would seem like a smart move, too, since we adults are basically left out of the focus of game companies and game makers. We're a huge, untapped market. Thanks for putting some byte into a much-neglected subject. Hopefully, companies will address the situation.

Cliff Hurgin Jr.
Bethel, CT

I'm 39 years old, currently on active duty status with the U.S. Army, and yes, I play video games. I purchase and play video games for one reason — *to have fun.* It doesn't matter if the main character is a hedgehog, a short Italian plumber, or Mickey Mouse.

It seems there are video-gamers out there who crave more violence and scantily clad characters in their games. But when you see real blood coming from a real body, then it's something that stays with you for a long time. *That* I don't want in my video games.

SSG Mario Gonzales
Nurnberg, Germany

Schmooze Central

Your June issue is the greatest — the new look is really great! The "Son of *Street Fighter*" comparo was the best thing you've ever done! Keep it up!

Glenn Bennett
Sacramento, CA

Your magazine is great, and the idea of combining Nintendo and Sega was brilliant. I read all your magazines from cover to cover. But could you add more Game Boy games, and could you put the retail value of each game?

Matthew Kleinberg
Sterling Heights, MI

We used to put in suggested retail prices when we first got started. But often companies change prices just before shipping a game, and stores like Toys R Us discount their games every day. In the long run, we found that we weren't able to provide consistent, correct information — there was just too much margin for error.

Your new format is great! So great, in fact, that I subscribed! I also publish my own newsletter, "The Laser," and I'll comment on the new *GP* in the next issue.

Michael Palisano
Norwalk, CT

Thanks! Be sure to send us a copy!

We got an SNES and NES for Christmas, so we started getting magazines for tips. The tips from your magazine helped us with *Sim City*, and almost all our other games, too. Then we got a Genesis for Easter. I had no idea how to beat Dr. Robotnik in *Sonic the Hedgehog* and started to look for older game magazines. We collected all the *Game Players* we could find and we finally found the hint (hit him 12 times, and only when his arms are back) we needed. It took my brother only four minutes to beat the doctor after seven weeks of trying. We couldn't have done it without you guys at *Game Players*!

Alisa, Bob, and Jen Ledyard
Suffield, OH

I purchased your June issue off the newsstand because of its *SFII* coverage, especially the in-depth article on the upcoming Malibu *SF* comic, which I appreciate very much, as I do the information on the *SFII* clones. This recent and informative documentation was, for me, what truly made the magazine worth the $3.95 I paid for it.

I admit I was a bit skeptical at first (oh, they put an *SFII* character on the cover and wrapped the magazine in plastic. Am I buying a pig in a poke?), but your delivery was genuine with the cover's promise. Such does not go unappreciated.

Beth Cox
Carleton College
Northfield, MN

The Burning Question — August

August's question: If you could design the hardware of your dreams, what would it look like?

Hardware Suggestion #1: The final transformation of the Genesis/Sega CD into a fully workable personal computer. I see a ribbon connector from the Genesis deck (cart entry) to a separate unit consisting of a port for Genesis carts and a number of typical I/O ports (serial/parallel). A 3 1/2" drive (1.2 or 1.44 megs) or two (optional) and, of course, a mouse/keyboard port, and perhaps even some internal upgrades, i.e., Super VGA graphics, high-speed memory, etc.

Hardware Suggestion #2: A unit that bypasses and upgrades the present graphics engine and/or the outdated PCM chip and maybe the CPU itself. Connection could be by cartridge port, and the cart would plug into the device. The consumer would see this as an excellent investment, as the device could be used by any cart that takes advantage of the device's circuitry.

Wayne Diaz
Hollywood, FL

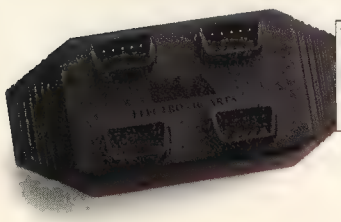
WHO'S NUMBER ONE IN COLLEGE FOOTBALL?

Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football.™

It's the game that lets you pit the best 24 teams from '92 against each other. Like Alabama, Miami, Washington, Florida, Michigan, Stanford, Georgia. And see who's in a class by itself.

Bill Walsh captures the character of the college game. The triple option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. Cheerleaders. It's all there.

You can even settle the question of who's the best college team of all time. Because the game also includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.



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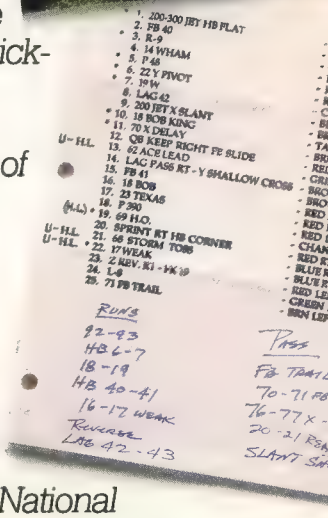
PRESENTS

BILL WALSH COLLEGE FOOTBALL™

FROM THE DESIGNERS OF MADDEN FOOTBALL

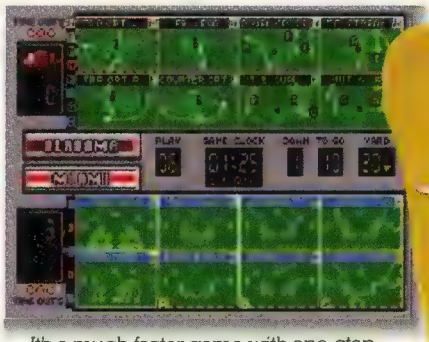
BY JIM SIMMONS AND HIGH SCORE PRODUCTIONS
Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM



In designing this game, Bill Walsh has definitely done his homework. The famed Stanford coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 16-team playoff tournament.

Run all the classic college plays. Like a highstepping tailback behind a wall of student body blocking.



It's a much faster game with one-step play calling. You can also bluff plays and set your own audibles.

Now the hits are bigger than ever. If you turtle the running back, he stays on his back.

The action's never been more in your face. Reverse angle replay and panning stadium cams deliver a closer view of the field. So the players are bigger, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.

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Product Information Number 140

September's Burning Question

So what do you hear about 3DO? Is it one game machine too many in a crowded field, or are you considering buying it?

The Burning Question — July

July's question: Would you subscribe to the Sega Channel? How's it going to affect retail sales? Is Nintendo missing the boat?

I would subscribe to the Sega Channel, but I'd only pay up to $10 a month. It will probably kill store sales because why would you go out and pay $50 when you could just play a game on TV? If Nintendo doesn't do some sort of satellite deal or cable channel, it'll lose big time.

Bobby Jannarone
California, MD

I think it's great that they're bring out the Sega Channel. When I heard about it, I rushed to my cable company; they said it was coming out in the fall of 1993.

I would pay $10-15 a month because the rental cost for *one* Sega game around here is $2-3. I think if you get the Sega channel, you'll be getting your hard-earned money's worth and a whole lot more. I do think that instead of buying games, I'd just subscribe to the Sega Channel. Nintendo sales will be hurt because more people will be turning to the Sega Channel for their entertainment.

Chris White
Evansville, IN

I'm a loyal Nintendo fan, but Sega has something good with a Sega Channel. It could only boost the sales of Sega games — a person could play games, see the ones he or she likes, and buy them when they come out. I would pay $15 a month for it. If Nintendo would use that type of interactive network, I'd be in gaming heaven.

David Mulrooney
Salisbury, NC

Although I love Sega and have a Genesis, I think Sega's making a big mistake by starting this cable network. I think now many people would pay to play a game for, say, half an hour, when they can go rent the game for three bucks and play for two days. I don't think the channel will kill store sales because in the long run, you'd be paying more to play less for each game. If the Sega network launched games months before they even came out, I think I could hold out, and I think most of the gamers could, too.

Ramiro Juarez Jr.
Olmito, TX

I would pay to preview a game before I buy it because you wouldn't end up buying games you might not like. You'd have wasted your hard-earned money. It's just like the radio — if you hear a song you like, you go to the record store and buy it.

I think Nintendo *shouldn't* have its own cable station because it will be copying Sega, and it will also prove how stupid and uncreative they are. I also doubt they have the dough to set up a cable channel — if they think that a 32-bit CD-ROM system costs only $200, they're out of their minds! They'll most likely lose a couple of million dollars.

Eric Wong(age 11)
Fallston, MD

Both my parents and I think Sega having its own TV channel is a very good idea. You said it would be around $10-15 — that's a good savings compared to renting a game where you spend more than that on just four games a month. The TV channel shouldn't hurt sales because people who play the game on the channel and like it will also go out and buy it.

Mike Pugh
Port St. Lucie, FL

Equal Rights for Gamers

I was recently at the *Star Fox* competition held by Nintendo. I played the game and won four shirts for the four times I played. This isn't anything unusual for this contest, but what surprised everyone at the contest was that I am a 15-year-old girl! My 21-year-old sister also played. We were the only two females I saw during the entire contest. The guys were all shocked that I could score higher than they could. Hasn't society learned that teenage girls can play and love the games all guys like?

Melody Hawman
San Jose, CA

Keep in Touch

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place. The GP Readers' Network wants *you*! You can reach us anytime — 24 hours a day, 365 days a year! Remember, published readers in upcoming issues automatically get a *Game Players* T-shirt, so start contacting us *now*!

To reach us by mail, write to:

GP Readers' Network
300-A South Westgate Drive
Greensboro, NC 27407

In a hurry? Then fax us your ideas!
919/632-0112

And coolest of all, you can now reach the network On-Line! You never know who's listening.... Send your E-Mail to:

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Don't forget — GP Readers' Network is for comments about video-gaming — *not* for hints on specific games! These requests should be mailed to our "Game Players 27407" department.

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Wanna go pro? Prepare to do some smashin', some servin' and a whole lotta slammin'—in the hottest *split-screen* tennis game on the video-game market.

Develop a wicked backhand against the automatic serving machine in Training Mode. Then serve and volley against the world's best in a country-wide run for the *Davis Cup*™—the most coveted prize in all of tennis. Or live the life of an international tennis star and smash your way to the big bucks...and the world championship.

Come on, Ace. It's your serve–Get A Grip!

Featuring:

- Only tennis game with 2-Player *split-screen* action.
- Complete support of Sega's new *six-button* controller.
- Four playing surfaces—*clay court, hard court, indoor* and *grass*.
- Total ball control—from top-spin to drop shots to overhead smashes.
- *Training, Exhibition, Davis Cup*™ and *Championship* play modes.

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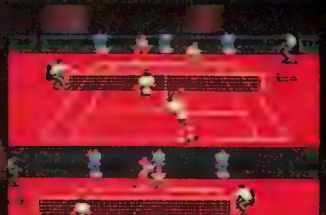
Keep 'em in "love" with your turbo-powered slams, surface-searing serves and ball-busting backhands.



Be a king on any court: Indoor, grass, hard court... or scuff up the red top in some tread-wearing clay play.

Take on the top seeds, or grab a buddy and volley for the Davis Cup™ as the hottest doubles team in the world.

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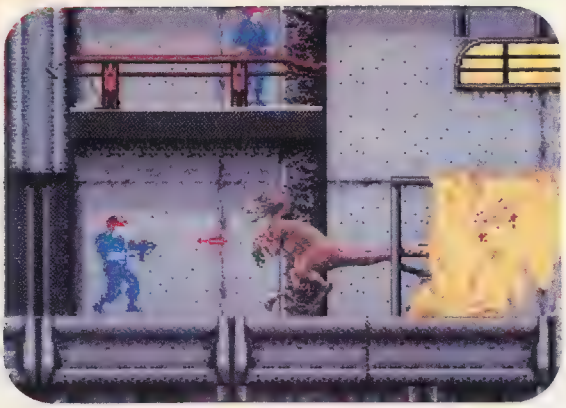


Dinosaur teeth varied in size and shape depending on what the dinosaur ate. *Herbivores* had round, dull teeth for chewing plants. *Carnivores* had sharp, pointed teeth for chewing *Herbivores*. Be careful. To them, *you're* just a snack.

YOU CAN BE THE VELOCIRAPTOR.

Only on *Jurassic Park*™ from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.

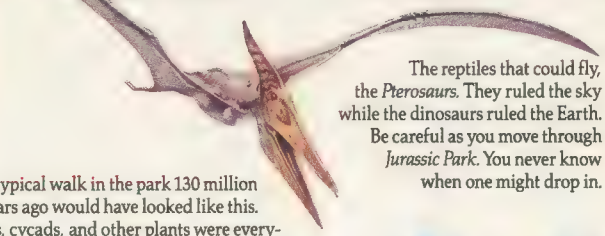
The movie brings them to life. The game invites you to join in.

JURASSIC PARK

At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp *claws*. Ours are no different. And no less dangerous.

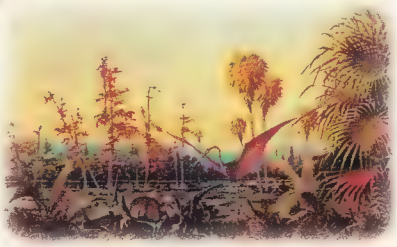
IT TOOK 65,00 TO MAKE T

Try not to end up here. The powerful jaws of the meat-eater *Tyrannosaurus rex*. They had pointed, six-inch-long teeth and really bad breath. Keep out.



The reptiles that could fly, the *Pterosaurs*. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.

A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



FACE TO FACE ON SEVEN DIFFERENT LEVELS.

Work your way through the *Visitors Center, Pump Station, River, Volcano, Canyon, Power Station,* and *Jungles* of *Jurassic Park*.

At one time, all the continents were grouped together forming one *supercontinent* called *Pangaea*. This may explain why dinosaur fossils have been found in so many different places around the world.

It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?

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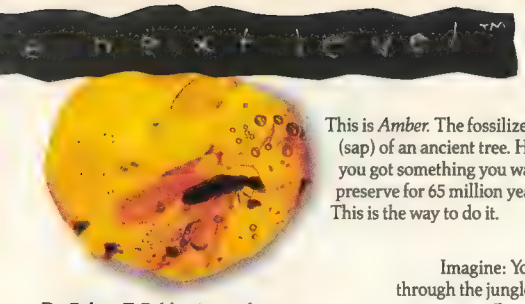


This is *Amber.* The fossilized resin (sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.

Imagine: You're walking through the jungle 130 million years ago. Be sure you don't step in *this.* It's a fossilized dinosaur *dropping.* Today, they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our *Jurassic Park.*)

YOU CAN BE DR. GRANT. You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous jungles of *Jurassic Park.*

Dr. Robert T. Bakker is a real *paleontologist.* He helped us design *Jurassic Park* for Sega.

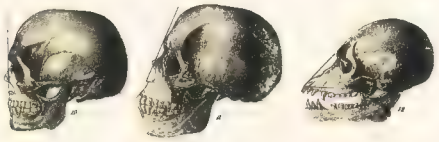
Bones that have turned to stone and ancient impressions in rocks: Fossils are our best window

to the past. Fortunately, more and more of them are being discovered each year.

Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun-gun, flash grenades, gas grenades, super darts and dinosaur bait.

0,000 YEARS HIS GAME.

This is the team that designed and created *Jurassic Park* from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.



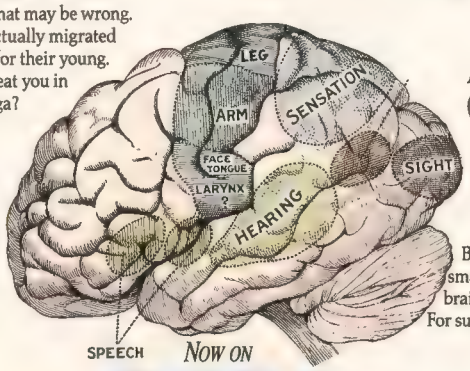
Over the years, humans have developed large, *intelligent* brains. We can think like no other species ever has. For years, it was thought that dinosaurs were *dumb,* pea-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young. Are they smart enough to beat you in *Jurassic Park* from Sega?

Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is *the* game box to look for: *Jurassic Park* from Sega.

Just like in the movie. A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In *Jurassic Park* from Sega, *you can play the dinosaur.*

THEY GET SMARTER AS YOU GET BETTER. *Jurassic Park* from Sega was designed to include D.P.A.™ *(Dynamic Play Adjustment.)* So as your game skills get sharper, the dinosaurs become harder to outsmart.

Pea-sized brain? Maybe. Maybe not.



Big, smart brain? For sure.

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Desert Strike: Return to the Gulf

I have a question regarding Campaign #3: Embassy City in *Desert Strike*. I can't capture the enemy ambassador — no matter what I do, I lose all my lives very quickly, and I seldom destroy more than one or two enemy vehicles, especially the M48 and Croatale. Can you help?

John
Foster City, CA

In the end, no one can really help you but yourself. There's no trick to beating Desert Strike except flying well and not taking on more than one heavy-duty enemy at once. However, in the case of the ambassador's complex, there's one little item that might make things a whole lot easier: There's a radar dish guarded by a SAM launcher to the south of the complex. Knock out the dish, and the ambassador's bunker becomes a much softer target. Stay on your toes, though — more vehicles are hidden in the other buildings.

Ecco the Dolphin

I'm having trouble beating the last level of *Ecco the Dolphin*. I can blow out the alien's eyes, but then he swallows me and the screen turns red. Please help!

Ralph
Fayetteville, NC

It takes ten sonar blasts each to destroy the critter's eyes, but the battle doesn't stop there! Before he can eat you, charge into his jaw from below. It takes ten hits to destroy. Finally, finish off the ugly bonehead by charging his skull from the side another ten times or so. Dead meat!

Our Readers: Simply the Best

I have a bunch of tips for *X-Men* for Genesis. I'll give them to you *if* you tell me how to beat the last boss, Magneto.

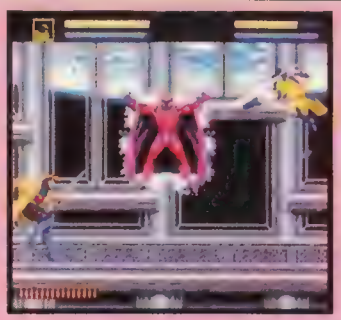
• There's a mutant power-up hidden behind the waterfall in the Savage Lands. Stand on the ledge and jump down when you're under the water.

• To get past Juggernaut without a fight, have Iceman make a bridge from the highest branch of the tree located just outside the room where you reach him. You stay out of his way and he leaves.

• Use the back-up team before you reach the boss, Zeladane, in the Savage Land. Then the team's restored, and you can use Iceman to cross the water with the disappearing platforms.

• When you reach Zeladane, jump up to reach the X-health power-up hidden behind the pillar on the left.

• Get past Sabertooth the same way as you did Juggernaut — Iceman can build a bridge on-screen from the ledge just before Sabertooth. If you *want* to fight him, use your back-up team. When you enter the Lighthouse, everyone but Iceman is restored.



• To beat Apocalypse, wait until he powers up and comes after you, then jump away when he gets close. He stops and powers up, but this time he won't move and you can hit him first.

• If you're taking a beating from the boss of Ahab's Future World, there's an X-health power-up hidden in the upper-right corner of the ceiling.

• In Mojo's Crunch Level, there's an X-health just before you reach Mojo. Jump across the platforms and destroy the fireflies until you reach a room just above where you'd go in to fight Mojo.

• Defeat Mojo with Cyclops. Double-jump over him and immediately crouch down. His tail whips out but doesn't hit you. Punch or shoot him from behind. You can use Nightcrawler, too.

• There's an X-health icon after you beat Mojo that's in a room with four doors. When you grab the power-up, one of the doors closes, and you must punch switches to reopen it. Save time by punching the same switch four times before you power-up — this closes *all* the doors. After you grab the icon, punch the same switch four times again to open the doors in no time.

• If you're playing as Wolverine and are running low on energy, find any safe spot and stop. He slowly heals himself, although it takes a long time. Turn the sound down and go cut the grass or something. When you come back, Wolverine's back at full strength (unless you have a small yard!).

Joe
Cincinnati, OH

A deal's a deal, Joe, so for you and everyone else who's written in — ahem.... revealed at last! ***How to Beat Magneto:*** *Jump to the platform at the upper right and dodge the flying metal shards he throws at you. When he moves your way, wait until he stops, then hit him on the head. Quickly move to the platform on the left, wait for him to follow, and repeat the process from there, moving back to the right after you hit him. Keep it up until he dies.*

NO, FOR THIS!
PREPARE ~~YOURSELF~~

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BLUE SUEDE GOO

BAD MISTER FROSTY

BONKER

HELGA

TAFFY

LET'S KICK SOME CLAY!

CLAY FIGHTER™

THE ULITIMATE 16 MEG FIGHTING GAME
AVAILABLE CHRISTMAS '93

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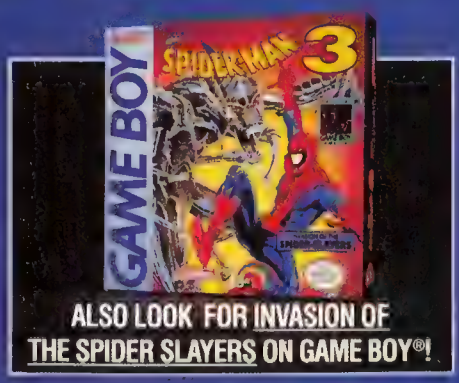

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Ninja Gaiden 2

I can't get past the guy who throws spiders out of his hands. Would you please tell me how?

Philip
Sacramento, CA

Baron Spider is tricky. When you crawl up the wall, he crawls down, and when you crawl down, he crawls up. Use the Dragon Sword, hit him as quickly as you can, and eventually he falls to his death.

Tiny Toon Adventures: Buster's Hidden Treasure

Hi, our names are Sara, age 9, and Jenne, age 11. We would like some more information on *Tiny Toon Adventures* for Genesis. If it isn't too much trouble, we would also like you to let us in on a couple of little secrets. I know you really aren't supposed to tell anyone about these secrets, so we appreciate what you might tell us.

You said, "If you're lucky enough, you get a bull's-eye and are warped to a place called Wackyland." Sara wants to know where the Waterfall Land is — that's where you said the bull's-eye was. And what do you mean, "If you're lucky enough?" And I want to know if you lose points if you step on a garden rake.

Jenne and Sara
Barrington, NH

"If you're lucky enough" means that it isn't easy to find. When you get to the Waterfall stage, you travel down for a while, then you come to a section where some platforms lead to the left. Jump as far to the left as you can from the last platform, so you hit the left wall. Stick to the wall as you fall and you reach the ledge with the bull's-eye. When in doubt, jump as far out and left as you can. And, yes, you will lose some life if you step on a rake.

Shadowrun

I'm having trouble finding the tickets in *Shadowrun*. Can you help me?

Michael
Westmorland, CA

So you're looking for club tickets, huh? Go to the Grim Reaper bar and talk to the barkeep. He gives you a drink. Next, talk to the guy sitting at the table and pass the drink on to him. He tells you about the late Grinder. Put on your shades and your Lonestar badge and head for the morgue, where Grinder's currently residing. Talk to the attendants until they let you see his file. The tickets are in the file, along with a credstick.

Streets of Rage II

I have a small hint for *Streets of Rage II*: After the "Stage 1 Start" logo disappears in stage 1, go to the lower left-hand corner and press the "B" button — there's a hidden one-up there.

Luis
Gainesville, FL

Good hunting, Luis! I thank you, the game testers thank you, and legions of game players thank you.

Double Dragon 3

I've heard that you can kill the last boss in Egypt with the pin-kick. But when I get there, I'm Ranzou or Chin. So how do I kill the boss?

Zachary
Northbridge, MA

The secret here is not to use Billy or Jimmy to fight the weaker enemies during the stage — you're just wasting your strength. Play as Ranzou or Chin (in Egypt, Ranzou is especially good at jumping across the walls) until they've both died, then switch to one of the Lee brothers. And yes, a pin-kick is a good way to go against the main boss.

Spider-Man vs. the Kingpin

After the Hobgoblin is defeated in *Spider-Man vs. the Kingpin*, Venom comes. Is there any easy way to defeat him? I'm stuck!

William
Bloomsburg, PA

Level 5 of Spider-Man gives most people trouble — especially the tricky double boss at the end. To defeat Hobgoblin, put on your Spider-shield and get onto the ledge at the far end of the screen. Jump and kick him. While he's falling down, use the time to get back on the ledge. It takes about six kicks.

When he's gone, Venom appears. Stay on the same ledge, duck down, and kick at him. He occasionally jumps up and over you. When he does, move back so he winds up below you again. It takes about six kicks to defeat him as well. Now all you have to do is beat level 6....

Crystalis

I've reached level 9, but I got a message that said I didn't have enough energy. What now?

Chris
Benton Harbor, MI

Could you tell me how to get the Tornado Bracelet?

Travis
Whitman, MA

You're both having problems in the same area of the game. First, get the Sword of Fire in the town of Oak and defeat the swamp bug — wait until it's not shooting at you, then hit it straight in the face. Continue to Mt. Sabre to find the Tornado Bracelet. Then go back to Tornel and learn the magic of Teleport. Go to the town of Leaf and search for the rabbit in one of the houses. Talk to him, and you'll be strong enough to continue.

King's Quest V

I have a question about *King's Quest V* for NES. How do you get past Queen Icebella in the ice castle?

John
Sommerville, SC

Icebella takes Cedric the owl prisoner. Play your harp to quiet the wolves at her door — you're impressive enough that she sends you to defeat the local Yeti. When you reach the monster's cave, throw your pie in its face — bye-bye, Yeti. Before you head back to Icebella, look around in the Yeti's cave for a shard of crystal that might be helpful later. As for Icebella herself, her attitude is much more helpful when you return.

Star Fox

I did the trick where you go to another dimension. I beat the slot machine, and I got it to say "The End" a few times. What do I do now?

Dan
Arlington Heights, IL

Sources at Nintendo tell us that once you beat the slot machine, you can sit there and shoot at the letters of "The End" until you're old and gray. It goes on like that forever — a world without end. Whether or not this is actually the case is anyone's guess. It's a real let-down for such a tough world to find, but so far no one has found any other ending.

Batman

How do you beat the access computer in stage 2-4 of *Batman* for NES?

Robbie
Safety Harbor, FL

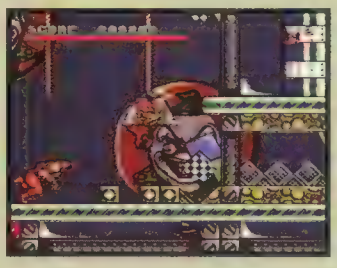
There are three parts to the computer that must be destroyed in a certain order. Stand on the lower left-hand platform and shoot the dual cannon mounted on the opposite wall — duck when the upper gun shoots; jump when the lower one does. Then move to the upper-right platform and shoot left to hit the Electric Current Controller. When it's destroyed, the computer's nerve center's exposed behind you on the upper-right platform! Turn around, jump, and punch it above the blue light. It takes a while to destroy, but it's possible.

Spider-Man and the X-Men: Arcade's Revenge

I can pass every level, but I can't get past Juggernaut in Wolverine's second level. How do you beat him?

Tanner
Georgetown, TX

It's mostly a case of avoiding being run over by him! Run to the right, cutting the cables on all the one-ton weights and anvils to drop them in his path — it slows him down, but also hurts him. Watch out for walls blocking your progress that you must cut through. When Juggernaut gets close, take a slice out of him, then turn and run like your life depends on it! It does!



Mega Man 3

I've destroyed all the robots in *Mega Man 3*, but I can't defeat Heat Man. What weapon should I use?

Derek
Bardwell, KY

Heat Man is basically a big Ronson lighter with arms and legs. You can defeat him with Shadow Man's Shadow Blade. Run away when he tosses his three heat bombs, then hit him with the blade. His pattern is to turn into a ball of fire and zip to the other side of the screen. Jump over him, turn, and shoot. You must hit him six or seven times. If you don't have the Shadow Blade, you can try the Top Spin, but you'd better get pretty close — not an easy thing to do

Super Mario 2

In Mario 2, I want to know where the key is for the door at the end of world 6-1? I've been down every Vase but still no key. Please tell me where it is.

Rhonda
Portage, IN

Your guess is on the money: those big jars just before the door are the place to look. The key is in the fifth one from the right — in the rush to check 'em all out you must have skipped it somehow. Also, be sure to look in the third from the left — there's a 1-up in that one.

TMNT 2 The Arcade Game

I can't seem to get past Shredder in the Technodrome. What's the secret?

Kyle
Niagara Falls, Ont.
Canada

Shredder is tough because he uses ninja magic to create a false double. The first Shredder to appear is real, and the second is fake: The secret is to keep track of the real one. Attack with flying kicks, and time things so you're not standing in front of him when he shoots eye-beams. If you accidentally kill the fake Shredder (who dies quickly), a new one splits off, but believe it or not, the real Shredder can't take as much punishment as Krang, who fought you just before.

Castlevania II

How do you defeat Dracula? I've tried all three whips, but nothing seemed to work. Do you have any suggestions?

Alex
Canyon Country, CA

Sure! Try using a Laurel or two — or three. Pick up a bunch of 'em before you leave Doina. When you reach Dracula, use the Flame whip, and when he starts shooting at you, use a Laurel to protect yourself. Use another when the first one runs out, and just keep hitting.

Write to Us!

Send your questions or tips to: *Game Players* 27407; 300-A South Westgate Drive; Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies.

GP

YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS!™

Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!

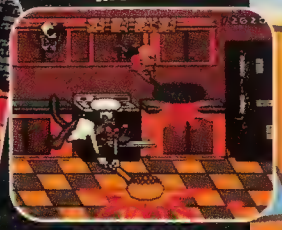
NEXT STOP... BART'S NIGHTMARE

BARTMAN TO THE RESCUE

EVER-DANGEROUS MOMTHRA

IT'S SMILING JOE FISSION

TEMPLE OF MAGGIE MAYHEM



ITCHY AND SCRATCHY HIJINX

READY... AIM... PLUNGER!

WHY YOU LITTLE...

GREAT BALLS OF FIRE!

FLYING EDGE
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SEGA GENESIS
16-BIT CARTRIDGE

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GASP!
ALSO LOOK FOR BART VS. THE WORLD ON GAME GEAR™!

INTRODUCING

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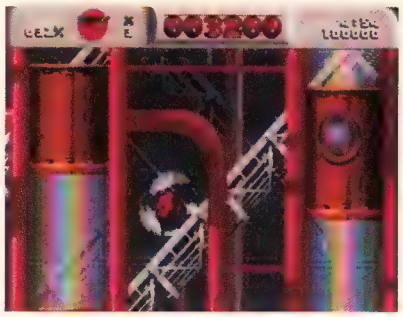
Virgin® GAMES

Hot graphics!

Cool moves!

Out of control fun!

Score at the beach!

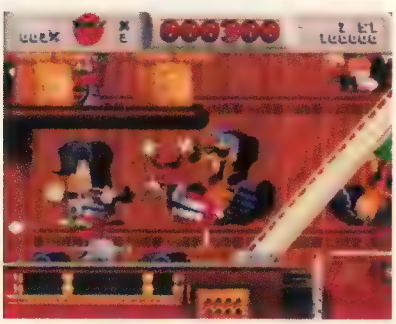


11 hardcore levels!

6 Bonus rounds!

High energy music!

Wipe out sound effects!



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SEGA VISIONS MAGAZINE

7UP

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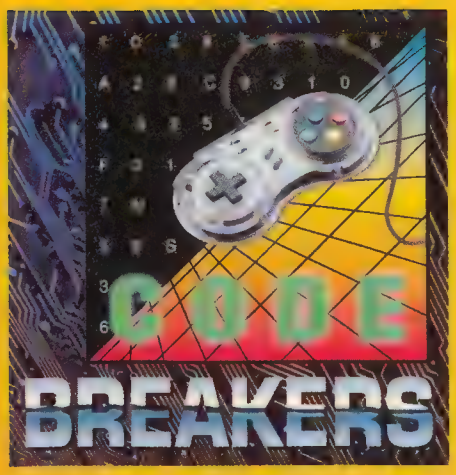
Product Information Number 225



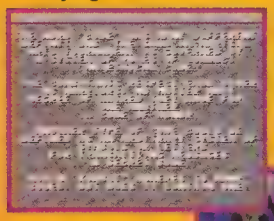
ARENA

MORTAL COMBAT

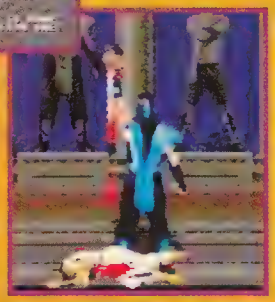
BLOOD N' GUTS MODE

Hey, where's all the blood? *Mortal* Maniacs have been dying to get their hands on the MA-13 Genesis game because it's supposed to be true to the arcade version — but there's no blood! *Or maybe there is....*

Turn on the game and wait for the "codes of honor" screen to appear. When it does, press **A**,**B**,**A**,**C**,**A**,**B**,**B** — you should hear Scorpion say "Get over here!" Now you're in mode A, which stands for arcade! Get set for some bloody, bloody fights!



Input A,B,A,C,A,B,B at the "codes of honor" screen.



Whoa! That was cool. Yeah, huh-huh, cool.

ACCLAIM

ROBOCOP 2

END IT QUICK AND EASY

How'd you like all the rewards — without any of the work? Sound good? Try this code: Hold **A**, **B**, **Select**, **Start**, then press **Left** at the title screen — you immediately skip to the ending! Good job, officer!

ARENA

MORTAL COMBAT

FINISHING MOVES

Still trying to find the ultra-violent finishing moves in *Mortal Kombat* so you can wipe out the competition? Look no further! Listed below are the button combinations for each character's deadly attack. Keep in mind that the moves won't be bloody unless you use the code to play Mode A! Also, each move should be done when you're close to your opponent.

KANO:
***Hold* Start *and press* Away, Away, A**

JOHNNY CAGE:
Toward, Toward, Toward, A

LIU KANG:
Start at* Down *and do a complete circle toward your foe

RAYDEN:
Toward, Away, Away, Away, A

SUB-ZERO:
Toward, Down, Toward, A

SCORPION
***Take two steps back, hold* Start *and press* Up, Up**

SONYA:
Toward, Toward, Away, Away, Start

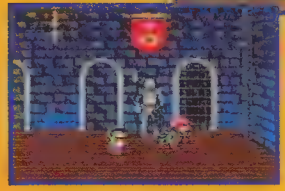
THE SOFTWARE TOOLWORKS

MARIO IS MISSING

SHORTCUT TO ROY'S PLACE

Input **JPF13HT** at the Password Entry screen to jump straight to Roy, the last Koopa. Six hits is all it takes, then all you have left is Bowser, the King Koopa.

Plug in JPF13HT at the Password Entry screen to skip straight to Roy Koopa!



Now you're ready to face the Mario-napping Bowser!

TAITO

SONIC BLASTMAN

HARDER! HARDER!

Hold the **L** and **R** buttons and press **Start** while at the title screen — you hear a scream if you input the formula correctly. Now go to the Options screen and cycle through the difficulty settings — you can now play in the "Very Hard" mode! You got a death wish or somethin'?

Press Start while holding the L and R buttons at the title screen...

...to choose the "Very Hard" mode!

SEGA OF AMERICA

SPORTS TALK FOOTBALL '93

REVENGE!

Type in **CTVY???KDD** at the Password screen — now you can play a Super Bowl as the Buffalo Bills against the Dallas Cowboys. Grudge city, man!

Punch in CTVY???KDD...

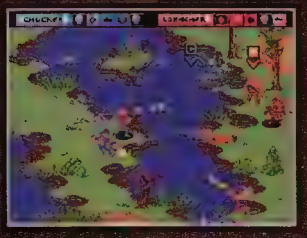
...and the Bills get yet another chance to win the Super Bowl!

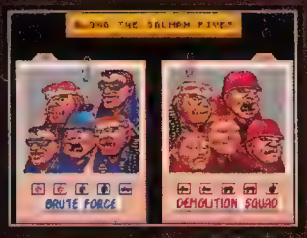
COLOR KEY

SNES	GENESIS
NES	SEGA CD
GAME BOY	GAME GEAR

My buddy quit smokin'...

...after an





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hour or so.

What Firepower! What Destruction! What a Party! It takes a mercenary's instincts and a warped mind to command the forces of General Chaos against General Havoc's storm troopers in this manic 1-4 player action game. Your enemies are tough- dispatch one of four assault squads to tenderize them. Charbroil them with flamethrowers or get a grip with hand-to-hand combat. Remember, the only rule is there are no rules!

Product Information Number 140

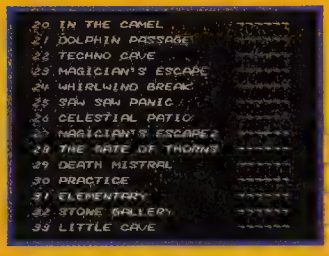
TAITO

ON THE BALL

A PLETHORA OF PASSWORDS

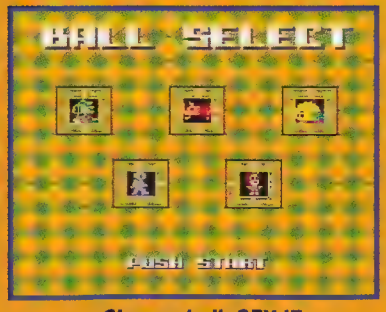
These four passwords have many different effects on the game. You can change the gravity conditions, check out the game's best times, sample some tunes, or change your ball. You can even choose to be Robbie from Taito's *Bubble Bobble*!

Gravity code: ZLJPJ



Time code: ZNGGX

Sound test: NRRRP



Change ball: GFXJF

SEGA OF AMERICA

MARKY MARK MAKE MY VIDEO

MARKY GETS ALL THE GIRLS

Enter the game and hold the **A** and **C** buttons while pressing **Start** to go to the "U Direct" mode. Now press **A**, **B**, **C**, and **Right** (in that order) — you'll see Marky Mark laughing with a crowd of girls. While this is happening, press **Start** to go to an even **weirder** screen. By the way, this code should work with most of Digital Pictures' *Make My Video* CDs, but it's up to you to see what happens when you use it. Happy hunting!

I don't get it — what's so funny?

Great Caesar's ghost!

NINTENDO OF AMERICA

STAR FOX

KNOW YOUR ENEMY

Press **Select** on **Controller 2** on the Continue screen, then press **B** to rotate through the game's many different ships. You can even scale and turn ships for a better view!

Press Select on Controller 2 at the Continue screen...

...then press the B button to view enemy ships!

SEGA OF AMERICA

X-MEN

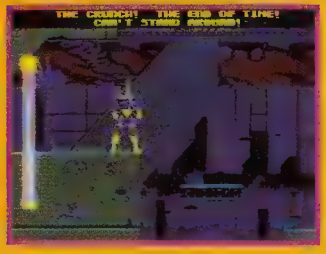
TAKING CONTROL OF THE DANCER ROOM

At the title screen, press and hold buttons **A**, **C**, and **Down** on **Controller 1**, then press **Start**. When the picture of Magneto appears, take the controller out of port one and plug it into port two, then press **Start**. Choose your difficulty and mutant. Now look just to the right of the "mutant select" console — you should see eight titles on the wall with six floor panels just below. Each floor panel represents one of the game's six stages (one to six from left to right). Stand on the panel that corresponds to the level you want, and press **Down** and **C**. You skip to that stage! Now you can replenish your energy and mutant power by pressing **Start** — X-cellent!

Hold A, C, and Down and press Start.

Now move the controller to the second port and press Start.

Stand on the corresponding panel...



...and skip to any level by pressing Down and C!

THQ

WAYNE'S WORLD

WAY!

Wait for Wayne and Garth to start singing the *Wayne's World* theme song, hold **X**, **L**, and **R** simultaneously, then let go and hold **Up**, **Y**, and **B** simultaneously. Level *Select*! Level *Select*! Party *time*, excel*lent*! Use the **Select** button to cycle through the different levels.

Hold the X, L, and R buttons. Release to hold Up, Y, and B...

...for a... a... (gasp!) LEVEL SELECT!

SEGA OF AMERICA

EX-MUTANTS

CHEATER, CHEATER

Go to the Options screen and set the music to **5** and the sound FX to **21**. Now highlight **Exit** and hold down the **A**, **B**, and **C** buttons while pressing **Start** — you hear the message "Too easy!" and a special "Cheater Cheater" mode appears, giving you a special stage-select, extra lives, and more! Cool, huh?

Set the music to 5 and the sound FX to 21, then highlight Exit, hold down A, B, and C, and press Start...

...cheater, cheater! Now you can set the game's parameters to your liking.

JVC

SUPER STAR WARS

USE THE CODE, LUKE

STILL having trouble with *Super Star Wars*? Try this: First enter the "skip levels" code we ran back in June (skip to the "start game/option menu" screen and press A four times, X, B four times, Y, X four times, A, Y four times, and B — you hear a Jawa if you do it correctly). Now, and from any level, press the **L** and **R** buttons on **Controller 2** simultaneously — a super-secret Option screen appears! Now you can return to any level you want, choose any blaster, and gain 99 lives! Super, super, SUPER cool!

Input our previous Super Star Wars code...

...then enter the new code for mind-numbing effects! Remarkable!

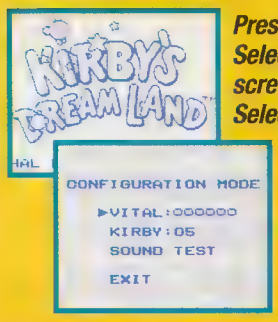
NINTENDO OF AMERICA

KIRBY'S DREAM LAND

CONFIG SCREEN & EXPERT MODE

Even everyone's favorite mighty-mouth needs a little help now and then. Press **Down**, **B**, and **Select** at the title screen to bring up a secret Configuration menu. From here, you can increase your lives, vitality, and hear a sound test, too.

To play in the Expert mode, press **Up**, **A**, and **Select** at the title screen.



Press Down, B, and Select for the Config screen, or Up, A, and Select for the Expert mode.

Check out the options!

SOMETHIN' SPECIAL

BILLBOARD SECRETS

WHA???

No, these aren't video games, and *no*, these aren't *exactly* codes — but we're throwing them at you anyway. Nirvanaheads who haven't OD'd on "Smells Like Teen Spirit" will be glad to know that there's a special hidden track on some older copies of the *Nevermind* CD. Wait for the last song to end, then just wait — a new "secret" song eventually comes up!

You can also find *two* — count 'em, *two* — bonus songs on Nine-Inch-Nails' *Broken* CD. You can hear them by skipping forward to tracks 98 and 99. And if you play these CDs backward, you can play *Mario 10* — yeah, that's the ticket!

GP

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers
300-A South Westgate Drive
Greensboro, NC 27407

PLAYERS A
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RE ARMED
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I WITH

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Acclaim entertainment inc

Product Information Number 103

So you've gotten the new *Street Fighter* games, but your friends are kicking your butt. What can you do? A lot — *if* you have a programmable controller. The new pads are all the rage with pro gamers. They give you exceptional advantages over the competition because you can pre-program complex moves. Here's a quick look at the new programmable pads, plus a review of a Game Boy add-on and an update on video-game technology.

Programmed for Success

The hottest thing going in controllers seems to be the new programmable pads. Anyone who's played a combat game knows how difficult it can be to perform a complex move in a pressure situation. The programmable controllers allow you to set the button and directional pad moves required for complex actions in advance. For example, a flying spin-kick can be programmed so that all you have to do is hit the A button.

Suncom Technologies' **Cyberpad** features simple two- or three-step programming for combination moves, a rapid-fire button, and a "memory module" that saves your program even if you turn off the game. The Cyberpad allows you to program any button, and you can switch mid-game between the program or normal mode. Both Super Nintendo and Genesis versions are available.

STD's **ProgramPad** features an LCD window built into the pad that actually allows you to see the programming and learning process. The pad also has auto-fire and slow-motion buttons. In the Genesis version, players can program in six of their favorite moves for *SF II Special Champion Edition*. In the SNES version, 29 moves are *preprogrammed* into the controller, 20 for *SF II* (including the Player vs. Player cheat) and nine for *Fatal Fury*.

We also hear that STD is in discussions with Acclaim about bringing out a *Mortal Kombat* pad that has 30 moves from the left and 30 from the right programmed into it.

Look for ratings for these controllers in an upcoming issue.

Suncom; 6400 West Gross Point Road; Niles, IL 60714

The Genesis Cyberpad

STD; 110 Lakefront Drive; Hunt Valley, MD 21030

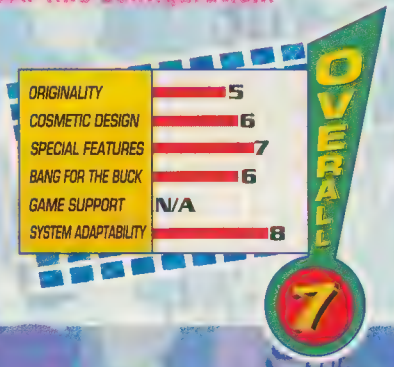
The SNES ProgramPad

Handy? Boy!

The first things you notice about STD's **Handy Boy** are its unique features. The all-in-one accessory — which has been a top seller among Game Boy users for quite a while — combines a stereo amplifier, enlarged fire buttons, adjustable magnifying lens, illuminated light source, and a carrying strap into a compact (yeah!) add-on. The Handy Boy gives you a chance to upgrade your Game Boy without buying separate accessories. Unfortunately, the drawback is that it makes your portable Game Boy not so portable.

Assembly for the around-$30 Handy Boy is easy with the step-by-step instructions, and no additional batteries are required to operate it. However, once you've mutated your Game Boy, you may realize you now need a bigger set of hands!

The Handy Boy folds down into a box-like configuration.



Update

Readers interested in Virtual Vision (June GP#6) can contact the company at 206/882-7878 to find a dealer in their area.

Sega's Cable Box (July, GP#7), which allows players to access the hottest Sega games through cable TV, will include Sega CD games as well as Genesis. Subscribers are expected to have to pay $10-15 a month for the service.

To Sega players concerned about the compatibility of *Street Fighter II Special Champion Edition* with a normal three-button Sega controller — don't worry! Capcom tells us that players can use either a six- or three-button controller.

And, as always, a special thanks to those readers who take the time to write. Keep those letters coming! Ideas, questions, or comments should be addressed to TechTalk; 300-A South Westgate Drive; Greensboro, NC 27407. And finally to the folks looking for the story on the VR simulator that we promised last month: Because of some late-breaking updates, we're going to hold off until next month. Cyberspace, here we come!

GP

No, you don't smell a rat —

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Sega Gamers Get an Edge

Jason R. Rich

The latest TV commercials for AT&T have a similar theme — what you'll be able to do with telephones in the future. "Have you ever unlocked a door without using a key?," Tom Selleck asks. "Sent a fax from the beach? Purchased concert tickets from a cash machine?" One thing AT&T *isn't* asking may be one of the first services the company offers. "Have you ever played your favorite Genesis games with a friend across the country?" Well, you will.

New technology developed by AT&T and San Francisco-based PF. Magic gives Genesis owners the capability to play games cross-town or cross-country with an accessory called the Edge 16.

In short, the Edge 16 offers home-to-home communications, custom game-enhancement, and the possibility of game networking. "We came up with a couple of cool game ideas," John Scull, managing director of PF. Magic, says, "that required this extra peripheral device. Since we are primarily a software company, we began having conversations with a few companies, including AT&T, who could develop the necessary hardware.

"Using AT&T technology, we at PF. Magic have designed the hardware, which is basically a fancy speaker-phone/modem with a bunch of extra features for video gamers. AT&T will manufacture and market the Edge 16 hardware, which will be officially licensed by Sega of America for use with the Genesis or Genesis 2. Our company will develop software and work with other game developers to create products compatible with the Edge 16."

Two Genesis owners who both have the Edge 16 will be able to hold a regular telephone conversation *and* simultaneously play their favorite video games (games that have been adapted for use with the Edge 16) in two-player mode. The actual play speed and reaction time will be the same whether you're sitting in the same room with your competitor or are playing on opposite coasts. If you have call-waiting, you can even put the game and conversation on hold to take the other call.

The Edge 16 will fit over the top of a Sega Genesis, connecting to the game system via the cartridge slot. There's a telephone jack on the back of the peripheral for hooking into a standard telephone and phone line. Game carts are inserted into the top of the Edge 16, while optional "EdgeCards" — which increase the capabilities of the Edge 16 — are inserted into the side of the unit.

PF. Magic will design special game

carts on an ongoing basis for use specifically with the Edge 16. The two-year-old company is also working with a growing number of game developers in addition to Sega of America, including Acclaim, Electronic Arts, Gametek, MicroProse, and Tengen, so future games can take full advantage of the new hardware.

"Not a lot of additional programming is required for a game to take full advantage of the Edge 16," Scull says. "We're developing a lot of the subroutines which make it simple for a software developer to incorporate the special programming necessary to make its two-player games able to be played via our modem system. We have over a dozen game developers who represent 90 percent of the game sales for the Sega Genesis already developing game titles. We've also had very serious conversations with over 30 developers who want to develop games for the Edge 16, so we're expecting a lot of software support."

In addition to the high-speed modem which is built into the Edge 16 for telecommunications, the accessory also features four slots for EdgeCards. "By inserting a special data card into the Edge 16," Schull says, "gamers can update their favorite games with new pre-programmed characters, updated sports statistics, new levels or stages, or they can store their saved-game data and then insert the card into their friend's system."

For example, if you're playing the latest sports simulation, an update card might contain the latest player stats or even a new team or playbook.

"Tournaments, leagues and regular head-to-head match-ups fuel competition in the EA Sports line," says Scott Orr, a leading game designer/producer for Electronic Arts. "With the Edge 16, you have the ability to create broad-scale leagues, or you can compete against someone across town without leaving your home. EdgeCards offer new ways to enhance a product and sharpen competition."

In a game such as *Street Fighter*, a data card might contain a new character that's added to the game the minute you insert the appropriate card into the system. This "new character" concept is particularly attractive to role-playing fans: It makes it possible to have true identification with your characters because they can remain the same from adventure to adventure. This has long been possible for computer RPGs, but never for cartridge adventures.

The Edge 16 will have 128K of RAM (Random Access Memory) to complement the 64K already in the Genesis. Each EdgeCard can hold several megabytes of memory, but the average card will contain between 32K and 128K of ROM (Read Only Memory) and around 4K of RAM. Once the cards are inserted into the EdgeCard slot, high-speed serial data communication takes place between the Edge 16, the Genesis, and the EdgeCard.

In terms of the actual hardware, the Edge 16 uses an advanced D.S.P (digital signal processor) with some proprietary AT&T software that allows the Genesis to transfer information at 4800 baud (twice the speed of many popular telecommunications networks) while simultaneous conversation is taking place on a single phone line. A traditional computer modem requires two phone lines if you're simultaneously holding a conversation and transferring data.

"This will be a very easy-to-use product which will require no computer knowledge," Scull says. "The actual user interface is still being designed, but everything will be in plain English and be easy to understand."

The Edge 16 is scheduled for release sometime during the first half of 1994 with a suggested retail price of about $100. There may also be special hardware configurations — including a keyboard and/or a network software cartridge, which would increase the price by around $50. The individual data cards will retail for under $20. While a special keyboard is planned, the Edge 16 will be compatible with any standard IBM AT-style keyboard. Other peripherals — such as a printer — are possible using EdgeCard slots, but the goal of AT&T and PF. Magic is not to transform the Genesis into a personal computer.

Recently, AT&T signed a letter of intent with PC publisher Sierra On-Line to acquire a share of the on-line gaming service The Sierra Network. Computer users with a modem can dial into the network 24 hours a day, 365 days a year to play interactive PC games with players around the country. Once the Edge 16 is released, there's a strong possibility that AT&T will make the service compatible with Genesis systems. CompuServe, America On-Line, Prodigy, and other on-line services are also candidates for expanded game play.

"We have over a dozen game developers...already developing game titles. Over 30 developers want to develop games for the Edge 16, so we're expecting a lot of game support."

A decision has not been made about whether the Edge 16 will be fully compatible with the Sega Channel interactive cable network. David Feldman, one of the Edge 16's designers, doesn't foresee any compatibility problems, however.

"The Genesis will become an inexpensive terminal," Schull says, "which will act as a gateway for video gamers into the world of telecommunications. Once connected to these various services, playing games is just one of the many possible applications. This is an inexpensive peripheral that greatly enhances and expands current game-play capabilities using both telecommunications and the added benefits of the EdgeCards."

GP

The Next Best Thing To Being There

LESLIE MIZELL

It takes the bravura of James T. Kirk and the cunning of Jean-Luc Picard to take one of TV's best series and turn it into a video game. With a run already longer than its historic dad, *Star Trek: The Next Generation* is the top-ranked show in syndication, with a first move to the big screen already in the works.

It has fallen to Spectrum HoloByte to make the 16-bit versions of *The Next Generation*, and it's a move the company takes as seriously as a mission into Borg territory.

"Spectrum HoloByte is fairly new to the cartridge business," says Daniel Lucas, director of cartridge development, "so our first step was to get together a pilot team to start building the product. We were throwing around ideas about what we'd like to do and see. We've been working on it for a year and a half, and some of the story is still changing a little bit as we go. As we change the elements, we change the story a little bit to fit around it."

Although they're still keeping a lot of the plot under wraps, the design team for *The Next Generation* shared certain aspects of the adventure with *Game Players*.

"The *Enterprise* is patrolling sectors in space along the Romulan border of the neutral zone," says Randy Angle, a software engineer and designer, "when the crew finds out there's a possiblity of a Romulan invasion. You have to find out why they would invade at this point, and you also get to do one of Picard's favorite things — an archeological hunt that ultimately leads to the conclusion of the story."

The game can loosely be divided into three sections: the bridge, space combat, and away-team missions. From the bridge of the *Enterprise*, you can access all the different subsystems and travel to hundreds of locations.

"You start off looking at star clusters, then individual stars, then the planets, then the moons..." Lucas says. "There are 1500 places to go. We didn't want to force people to follow a certain path. Once you arrive at a planet or meet a ship in space, you can scan it to get the type of ship or the atmosphere of the planet. Then that information is entered into the database. There's also other *Star Trek* stuff in the database — information on the *Enterprise*, the crew. You can look up Captain Picard and find out where he was born, when he was made a captain, and so on."

When you enter space combat — and you know you will — the screen splits. On the bottom two-thirds is the tactical display, such as the distance between your ship and the enemy, your shield status, and the triggers for photons and phasers. The top third shows the enemy in a fully rotating view. Once you've been in battle, you can assign various engineering resources to repair the damage.

"Damage is very realistic," Lucas says. "You have six shields, and once they're breached, you start taking damage. If you're hit in the front, it might damage the substations, and maybe you lose communications. If you're hit in the rear, it might damage the photon tubes or warp engines so you can't travel as fast or load photons."

For away-team missions, you can select a party of four from any of the seven main characters and any number of ensigns. Since each character has unique abilities — even if it's just a tricorder or phaser —

The *Next Generation* design team, enjoying a rare moment of sunlight.

© 1993 Paramount Pictures — All rights reserved.

there's a lot of strategy involved in these adventure role-playing sections as you have specific goals and puzzles to figure out. One top-secret mission ties the whole game together; you get clues to it as you complete the rest of the game. And although none of the missions is based on actual episodes of *The Next Generation*, there *are* occasionally vague similarities.

"We used the episodes as guidelines for the battle portions and away-team missions," says John Vifian, technical manager of the SNES game. "For example, in one mission, you beam down onto a dark ship. And Geordi can see more in the dark than, say, Riker."

In addition to its years of *Next Generation*-watching, the design team is relying on Paramount Studios to keep them on track. Several members of the development team toured the sets where *The Next Generation* is shot, taking hundreds of slides that have been archived onto a photo CD so they can be easily used in the game. They also have "The Bible," the technical manual used by the writers and staff of the show.

"We've talked to a lot of people and asked them what they expect to see in a *Next Generation* game," Vifian says. "You say 'Star Trek' and most people have ideas of what the game's going to be. To me, the difference between the original *Star Trek* and *The Next Generation* is that there's so much more negotiation in the second — a lot more talking goes on."

"If you solve the game the way Picard would," Angle says, "you've got a win-win situation in which no one loses. But there are 15 paths that take you to the conclusion of the game — it's a large game from the standpoint of what you actually encounter and do. But the functions of the *Enterprise* lead you through the game in a very logical way. The bridge is not quite virtual reality, but it's a very real environment with ten subsystems to access.

"You know, as a fan, it's amazing to get to be part of the *Star Trek* universe. We get to use all the materials that the directors and writers use and implement it into an exciting game. This is, like, perfect!"

GENESIS

Beam Me, Baby!

SUPER NES

Enough about the development already! You want to see the games! These screens illustrate the basic flow of the adventure: First you cruise the galaxy in the starship *Enterprise*, looking for anything out of the ordinary. Commanding the video-game *Enterprise* is as close to actually flying her as you're likely to get. You take counsel from your crew, check status with engineering, or declare "Red Alert" as you prepare for battle.

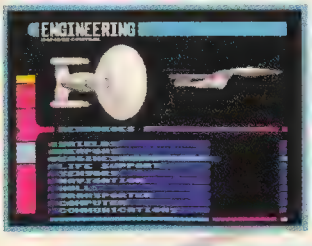
Space combat is handled in a very unusual way. The top of the screen shows a closeup of your enemy, while the bottom displays an overhead view of the battle and your surroundings. As you approach your enemy, the screen zooms in to give you a tighter view of the action. You can attack with standard phasers or move up to the big guns with your photon torpedoes. And always keep an eye on those shields!

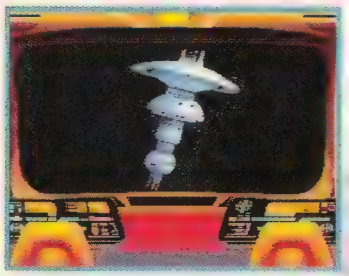
Occasionally you receive a mission from Starfleet Command that can send you into any corner of the universe. Once you've reached your destination — or you've run across something that needs exploring — assemble an away team from your files on the bridge. All your favorite crew members are there, from Captain Picard to Doctor Crusher. Each has been carefully patterned after his or her TV counterpart, with unique skills and characteristics. There are also a number of different ensigns who aren't just cannon fodder like the ones on the show — their talents are often valuable to the mission.

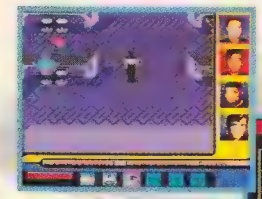
Once you've put together a team, you're ready to beam down to the surface. You never know what's waiting for you, so you should to be prepared for *any* situation. As you search around, you find clues to the huge mystery that surrounds your main mission. They lead to other clues, other places, and so on. Make it so!

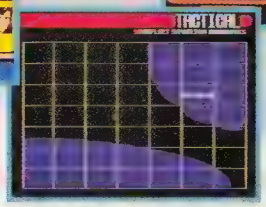
One thing's for sure — *Trek* fans everywhere are in for something special when *Star Trek: The Next Generation* finally warps in to our sector — and watch for a Sega CD version, too.

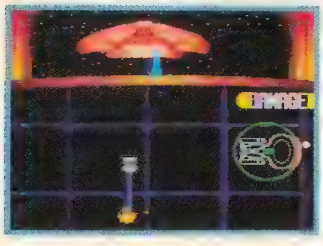
— C.S.

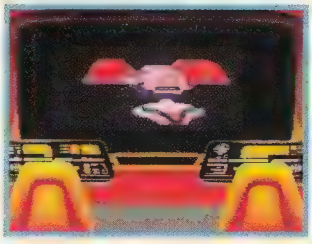


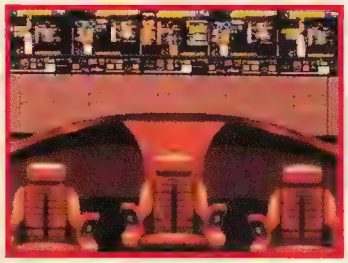


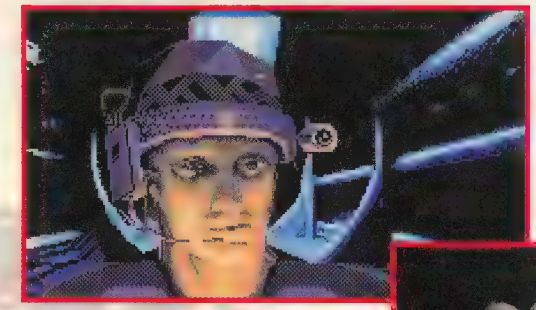


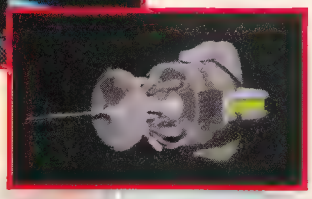












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Product Information Number 236

Where NO game boy has gone BEFORE

JEFF LUNDRIGAN

Absolute/Game Boy

Through the timeless depths of space, there has been one constant in the universe: the starship *Enterprise*! The ship and its fearless crew have journeyed far and wide, spreading peace and goodwill to all galactic races — except maybe Romulans, in which case they're gonna blow you out of the stars!

At least, that's the impression you get from *Star Trek: The Next Generation*. More of an action/strategy game than anything else, *The Next Generation* throws you in with some of the most hostile alien races in the universe. You may get short breathers as you escort diplomats from here to there, but you'd better be fast on the trigger and keep those shields up, cause the galaxy is *not* a friendly place.

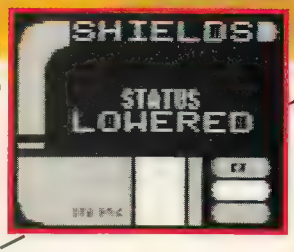
Absolute; 10 Mountainview Road; Suite 300 South; Upper Saddle River, NJ 07458

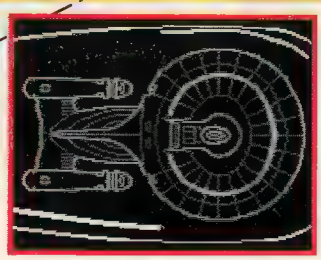
CAPTAIN Picard assigns your mission. The man has had some experience, so listen to him.

DEFENSIVE SYSTEMS

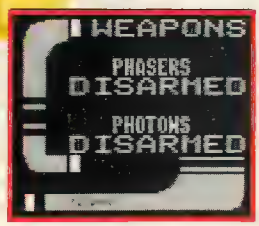
L T. Worf controls armaments. It's a good idea to raise shields and arm the weapon systems before warping to the assigned location — you never know what might be waiting.

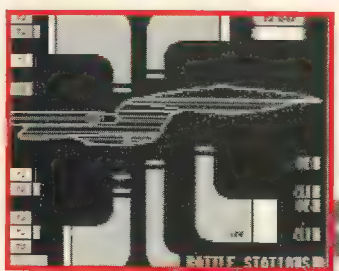
SHIELDS



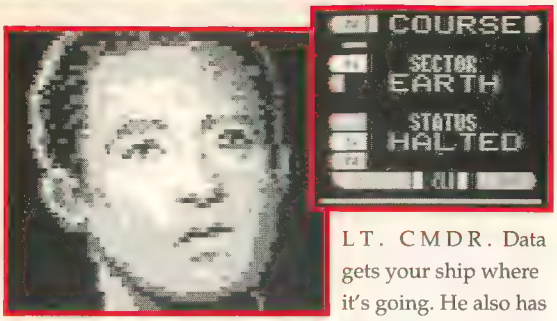


WEAPONS



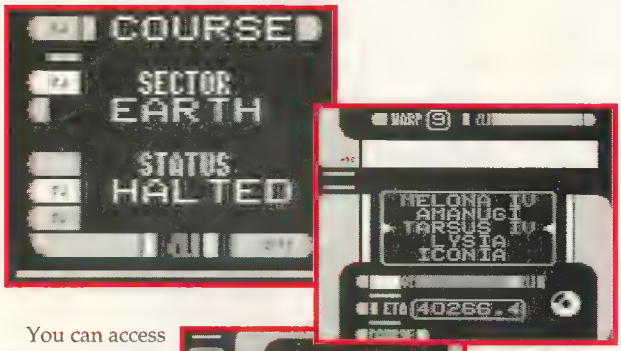


NAVIGATION

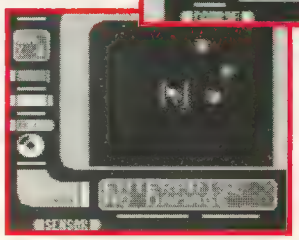


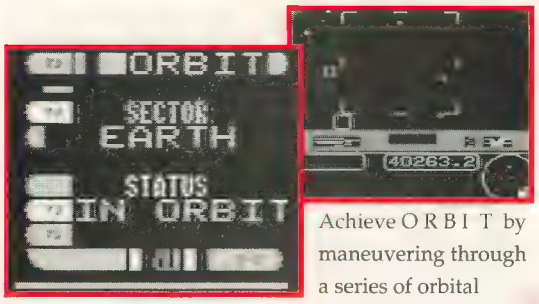
LT. CMDR. Data gets your ship where it's going. He also has an annoying habit of alerting you to the presence of other ships after you've already been fired on.

COURSE SETTING



You can access SENSORS from Data's console, but most of the time you access them from Navigation mode.

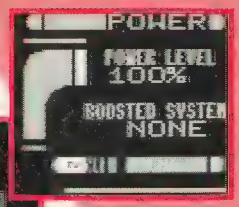


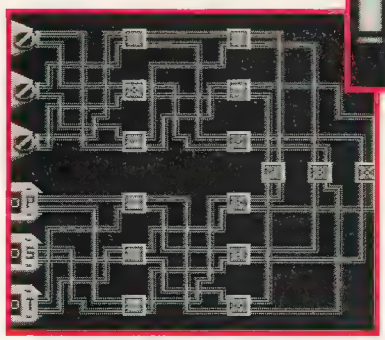


Achieve ORBIT by maneuvering through a series of orbital boxes. Miss more than a couple, and you must try again.

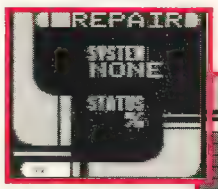
ENGINEERING

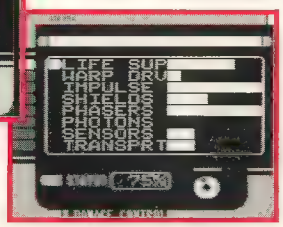
LT. CMDR. LaForge runs Engineering. Here you divert power and repair systems.





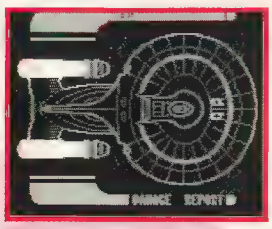
Welcome to the Enterprise's power grid, where POWER ALLOCATION is handled. You can boost a system's performance by shuffling the power sparks through the gates.

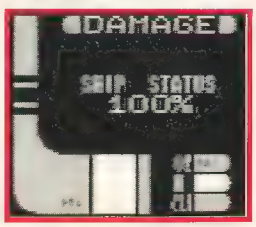




As difficult as it may be, pay attention to your damage reports during a battle. If things become too hairy, warp out, return to Earth, and get into orbit to make repairs.

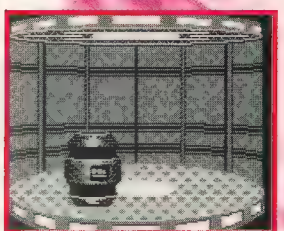
DAMAGE



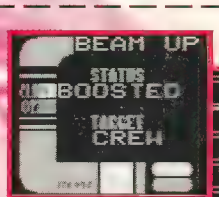


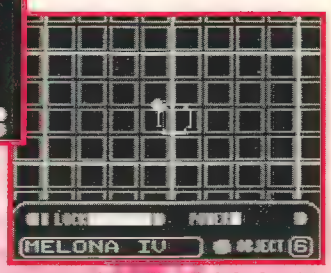
TRANSPORTER

What can you say about O'Brien? He beams stuff up, he beams stuff down.

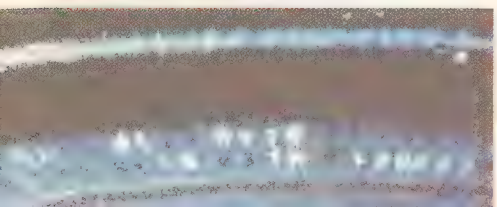


Use the "Lock" bar as a direction finder for the TRANSPORTER: Move in one direction, and if the signal drops, go the other way. If it stays constant, go up or down instead of left and right.

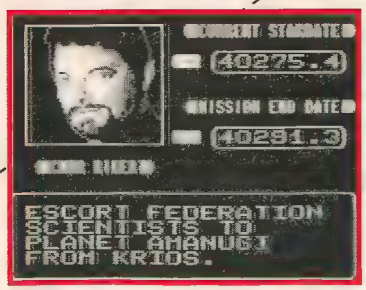




You must keep the target grid over the person or item to be transported for quite a while, but it's possible to shorten the time by using the ship's power grid to boost the transporter.



MISSION CONTROL

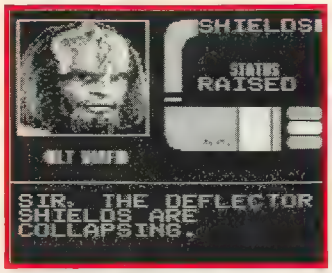


C M D R. Riker knows where you're going and how much time you have to complete the mission. If you forget what's happening, look him up — otherwise, he's kind of just there.

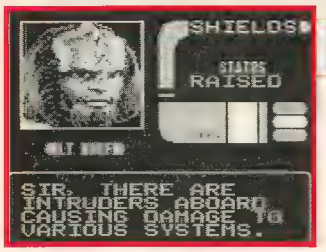
RED ALERT! RED ALERT! RED ALERT!

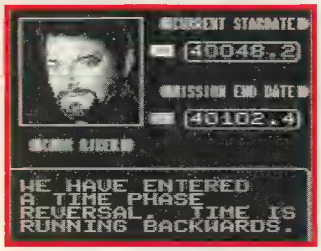
In general, keep these rules in mind: It's better to boost phasers than shields before battle. Sometimes when facing two or more enemies, one ship keeps circling a planet or space station until it's attacked. Don't give it a reason to break off — keep up fire on one ship until it's destroyed, then tackle the next.

Also, don't keep going in circles looking for the enemy. Use your sensors to find out where they are. You can make tighter turns if you slow down, and the enemy sometimes flies right by if you stop — allowing you to get in behind him. This isn't easy, since you must switch away from the navigation screen to adjust speed, but when you're fighting a faster, more maneuverable ship, it might be your only hope!



Don't be afraid to warp out if your shields are destroyed or other systems are severely damaged. Make repairs, come back, and try again — at lower levels, there's usually enough time.





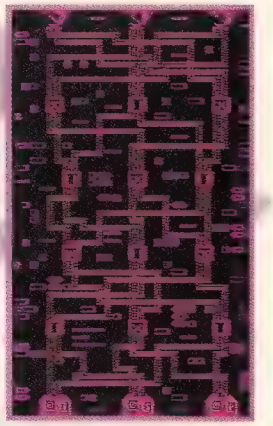
Space isn't exactly safe even if you're not under attack. There are plenty of other dangers.

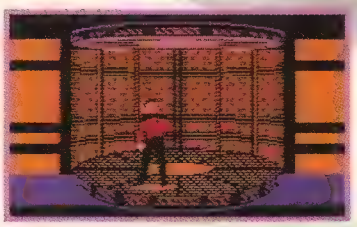
Failure is usually catastrophic...

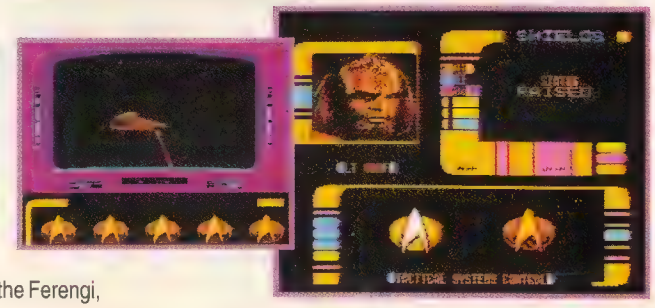
..but success means peace in the galaxy, and more importantly, a promotion — so you can take on even more difficult missions!

Next Generation FOR NES

THESE ARE THE 8-BIT VOYAGES...







Out on the fringes of space, so many strange and unexplained events happen that it simply boggles the mind. **C**loser to home, things are explained a little better, but they're no less strange. **C**onsider if you will, the case of one *Star Trek: The Next Generation*, available now not only for Game Boy, but also for the 8-bit NES.

Take note: the NES is about to see the release of its own Next Generation, with the re-vamped NES chassis hitting the shelves in time for Christmas. **C**oincidence ... or not?

There ain't much different between Absolute's Game Boy and NES adventures — they're basically the same, allowing for the addition of color on NES. **G**eordi's power grid is set up differently, and certain displays have been altered, but most everything kicks right along (you might also note that the level 1 password for Game Boy was DATA, while for NES it's LORE — hmmm...).

And, just like on Game Boy, the missions get tougher — fast! **Y**ou start off picking on the Ferengi, but before long, you're tangling with the most ruthless beings in the universe!

GP

Chuck Rock II
son Of chuck™

To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?

Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!

Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!

Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wail too if you could get a whiff of Sergei's armpits.

GENESIS

Available on Sega™ Genesis™ and Sega CD.™

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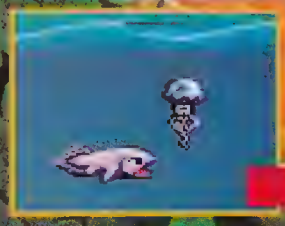
Product Information Number 239

THE ABCs OF E.V.O.

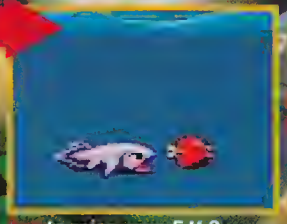
ENIX
SUPER NES

ENIX: 2676 151ST PLACE NE; REDMOND, WA 98052-5522

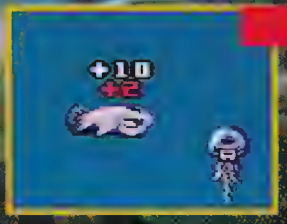
SIMPLE EVOLUTION



Fight to survive — only the strongest live to evolve.



Eat to raise your E.V.O. points and restore your energy.



Survive this ordeal and face even deadlier foes.

Evolve into a better creature using the E.V.O. points you've collected.

VINCE MATTHEWS

Imagine a world, almost void of life and open for exploration. Imagine yourself alone in this world and in search of a wonderful utopia called Eden.

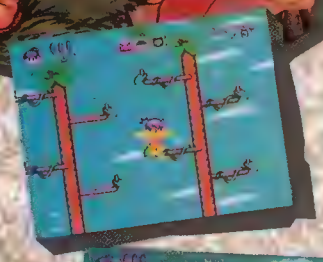
In *E.V.O.: The Search for Eden*, you're a lowly fish, simply trying to evolve into a higher being. You must journey through time and up the chain of evolution to reach Eden, where a mighty creature like yourself can freely roam. There's only one problem — you're not alone. It's dog-eat-dog in this primeval land, and only the strongest and fittest creatures survive.

E.V.O. combines elements of both RPGs and fighting games to create an innovative and interesting approach to evolution. The Darwin theory applies in only the most general terms: You evolve in a way that's best for defeating your enemies or you die. Work your way through chapters on the World before Land, Early Land, the Age of Dinosaurs, and the Ice Age, and you might even develop a human or two!

With the exception of its tedious soundtrack, *E.V.O.* is one of the best games around — totally different from the pack, fun to play, and with infinite replay value. Something as simple as choosing a slick body over a scaly one directly affects hours and hours of game play. Go forth and evolve!

CONGO'S CAPER™

IT'S AN EVOLUTION REVOLUTION!



Joe & Mac's country cousin comes to the Super Nintendo!

If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!

Official Nintendo Seal of Quality

DATA EAST

SUPER NINTENDO ENTERTAINMENT SYSTEM

Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA 95125

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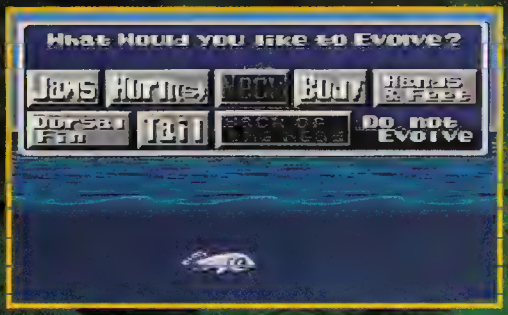
THE BASICS OF EVOLUTION

Evolve your jaws first. The more powerful your jaws, the bigger the prey you can tackle.

Horns increase your attack power. However, if a horn is used to ram something more than three times, it breaks. At this point, you've got a swordfish horn.

You can have either a short or a long neck, depending on how you wish your creature to evolve.

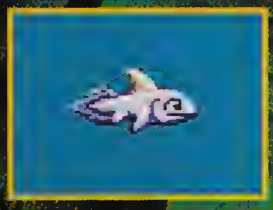
The back of the head increases your biting power.



The Head allows you to choose the part of your body you wish to evolve. Remember that your hit points are automatically recovered or readjusted when you evolve.

Increase your body size to take on bigger fish — and increase your hit points.

Tails change the body's strength and speed. Here, you've got a tackle fin, weaker than a dorsal, but stronger than a coelafish.

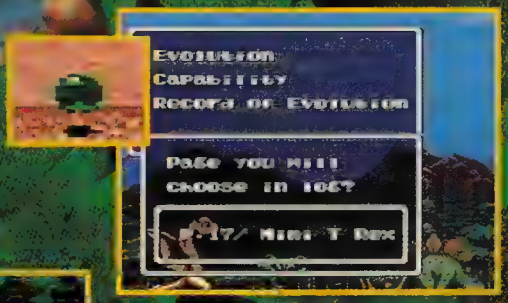


The Evolution changes your hit points, body strength, speed, and jumping ability.

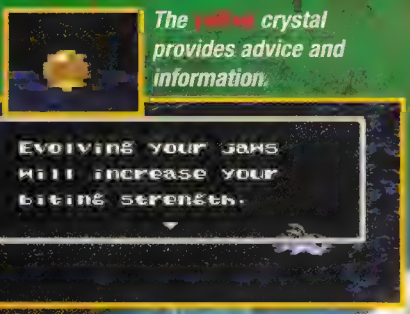
The Evolution also changes the hit points, body strength, and speed.

THE CRYSTALS

The crystals mysteriously influence creatures roaming the land. Where do the crystals come from? What do they do? You can unlock the puzzle only through evolution.



The green crystal allows you to bring back one of your previous (registered) creatures from your record of evolution.



The yellow crystal provides advice and information.

Eating the red crystal evolves you into a special creature for a limited time.

Blue crystals are hidden in caves and out-of-the way places. Find one to receive additional E.V.O. points.

OK!

Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"
Electronic Gaming Monthly

Also playable with Super NES controller!

"The thinking man's action/ platform game" DIE HARD GAMEFAN

"Troddlers joins Lemmings at the top" *GamePlayers*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

SEIKA
Breakin' All The Rules™

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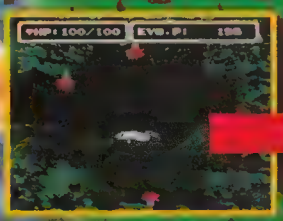
Product Information Number 226

THE BASICS OF EVOLUTION



As soon as you eat a red crystal, register that character in your record of evolution.

Now when you get a green crystal, you can go back to the record and use that creature again.

Think these Capeias are peaceful? Think again.

Remember that when it's survival of the fittest, small animals tend to attack in groups. Be prepared for anything in the wild!

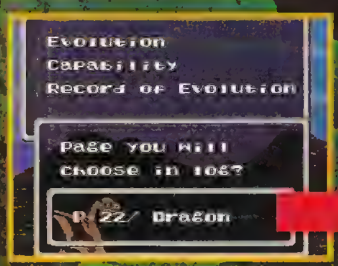
Find easy sources of food to build up your E.V.O. points.

Sleeping animals are easy prey. Devour them during their snooze to stock up on E.V.O. points.

Grab the hunk of meat and watch your points soar.

Some creatures react differently when attacked. Use your jumping ability to keep from being overrun.

These roaches take to the air when you jump on them.



To defeat a difficult boss or enemy, use the record to recall a previous creation. You need a green crystal to access the review.

Voila! A dragon from a previous adventure.

LOOK WHAT YOU FIND

Not only does food boost your hit points, but it also keeps you alive in tight situations.

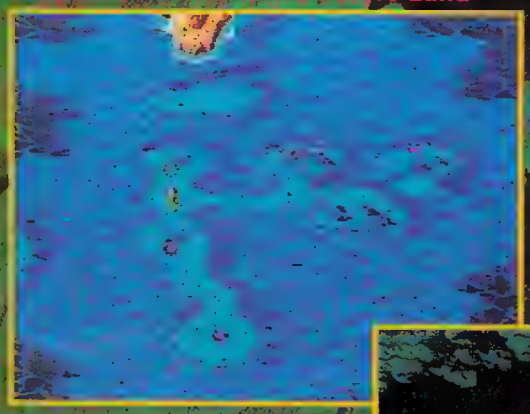
Friends occasionally need your help. Listen carefully if they offer advice.

Glowing foods provide bonus E.V.O. points - a real lifesaver!

In the Age of Dinosaurs, this cloud lets you enter a secret area. Press A when the cloud is above you.

THE SEARCH FOR EDEN

Chapter One: The World Before Land



To reach Eden, you must travel through 87 unexplored areas. At the end of chapter one, you encounter a Kuraselache — the Great White Shark. Let him knock himself senseless against the cave walls, then attack.

Chapter Two: Early Creatures of Land

Don't get discouraged — evolution takes time. In this chapter, you encounter devastating insects. Use your E.V.O. skills to evolve and conquer!

CHAPTER THREE: THE AGE OF DINOSAURS.

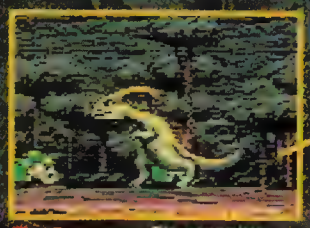
Some of the names might be changed, but you can still tell what dinosaurs you've developed.

The Brontosaurus: A gentle plant-eater with a big temper.

The Syrocosaurus: A mom and her cub.

The Tyrosaurus: T-Rex. 'Nuff said?

The Thesp: Now he's got a point.



The Prasaurus: One sneaky fellow.

The Sapposaurus: This guy gets into some sticky situations.

GP

SHINOBI 3

SEGA OF AMERICA
GENESIS
130 Shoreline Drive;
Redwood City, CA 94065

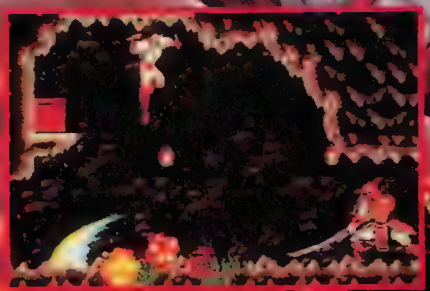
Into the Heart of the Neo-Zeed

Jeff Lundrigan

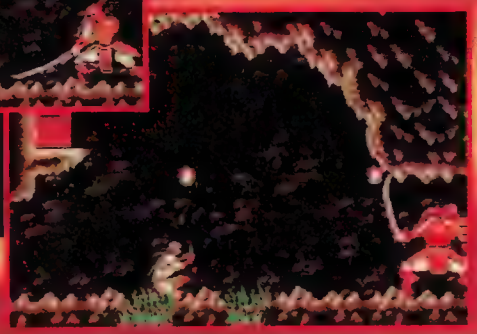
The Messiah-
nator returns! It's
been several
years since his last
adventure, but he's
back, and he's bad. Trouble
is, the Neo-Zeed is back, too
— and that's even worse.

There's no kidnapped girlfriend to distract you (thank goodness) this time around — it's just you against the forces of evil. *Shinobi 3* gives you everything you've come to expect from Sega's most famous ninja, in spades.

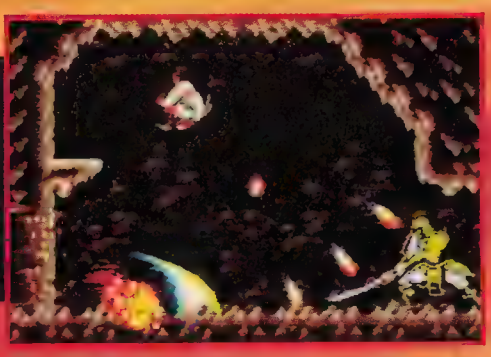
So practice those double-jumps and warm up those pointy little star-things — Joe Musashi is on the prowl!



These bulky samurai are your first big challenge. Jump their shots and blast them while their guard is down.

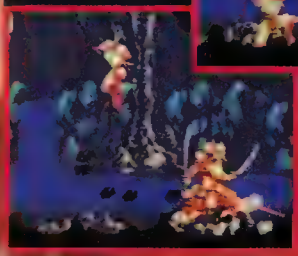


There's a tougher samurai at the end of the cave — spin-attack to dodge his zig-zagging attack.

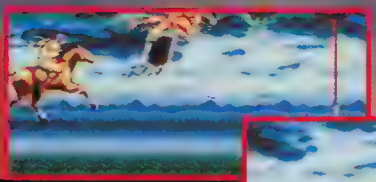


Don't miss the secret chambers as you work hand-over-hand through the cave. Jump off the walls to reach them — there's one over each stretch of rope.

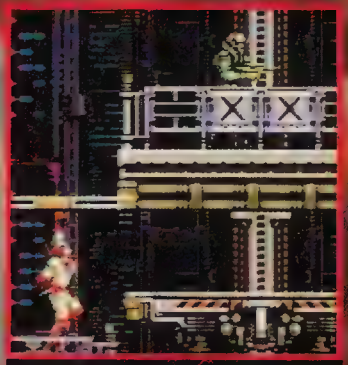
The boss isn't too tough: Jump to get close enough to hit him, then run away, turn, and double-jump over him when he charges. Repeat until he dies.



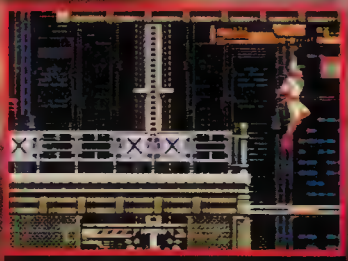
The next stage takes place on horseback. If you look in the background, you can see enemies coming.



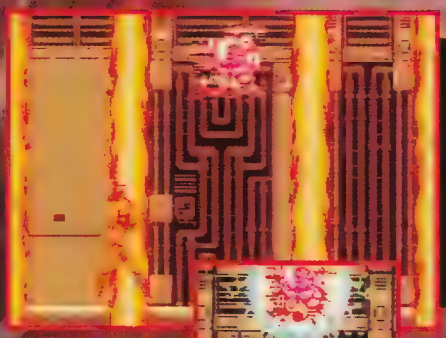
The sub-boss is tricky: Time yourself, jump, and shoot as he comes on-screen. Keep shooting to knock away the spears, then back up so he misses you when he comes from the side. Shoot him in the back as he runs off.



While taking the elevator to the secret entrance, you can hang beneath some platforms, wait for the enemy to shoot, then jump up there and pulverize him.

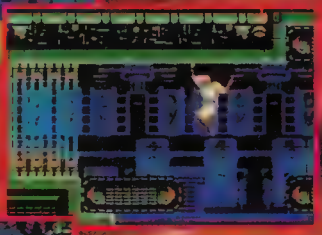


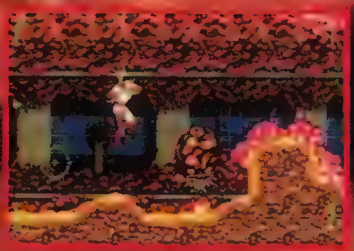
Watch for this extra magic on the way up. Jump from beam to beam as fast as you can (you may go off the top of the screen — don't sweat it), jump to the ceiling, and open the crate.



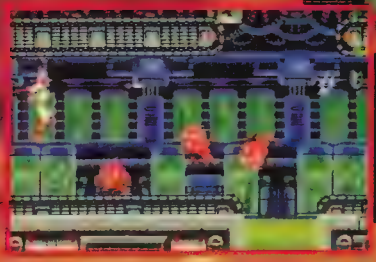
The mechanical brain boss is tough. Blast him with Kariu magic, and hit him twice if you grabbed the extra one. If you didn't, get beneath him and wait for his forcefield to run out. Then use spin attacks.

Shoot the sparks that line these conveyors — it makes your life easier. Also, be sure to open the crates at the lower right and upper left of the chamber.



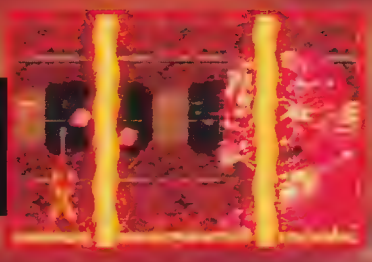


Keep jumping forward to stay ahead of the sniper scope that follows you, and use spin-attacks to kill the worms hiding in the ground. Ick!



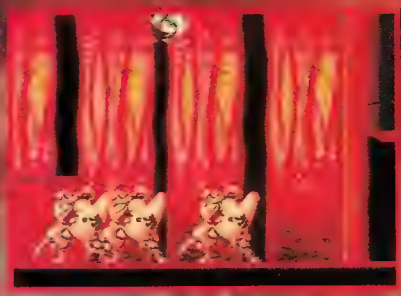
Hang beneath this conveyor and wait until the brains jump high enough for you to shoot. *Don't* break open the jars as they fall — this makes the brains follow a different pattern.

The boss of this stage is too tough to mess with. You should have two magic spells when you reach this point, so use them both to kill him quick!



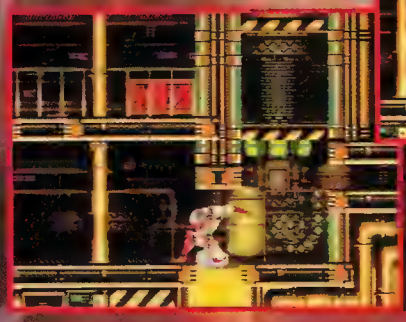
This network of pipes hides a bunch of power-ups. Here you can follow them around to reach a one-up. There's at least one more one-up in this stage as well as lots of other goodies — look everywhere.

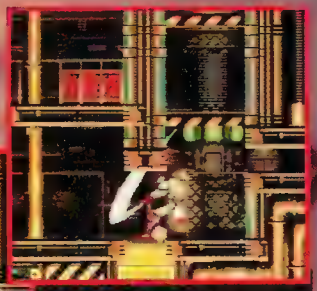
This boss changes shape a couple of times. Shoot it as fast as you can until the first one explodes. When it comes back, its only weak spot is its gun, which is tough to hit. Blast it with Kariu if you're in trouble. After that, just keep shooting. As it takes damage, it gives up hearts — watch for 'em.



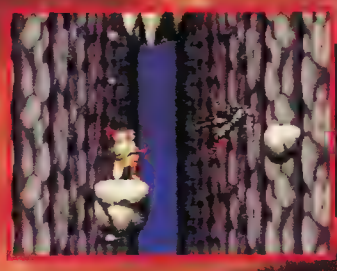
You may remember this guy from the last stage, but he's a *lot* more dangerous now. Shoot him, then jump over him when he rushes. When he stands back and shoots at you, double-jump the blasts. Try not to use magic, but use Kariu if you must.

There's an extra Jitsu in each of the next two sections. Follow the high road to find the first one, then drop down to this small platform to reach the second.

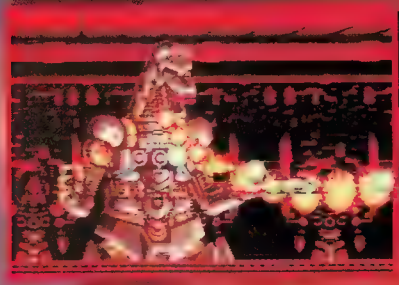




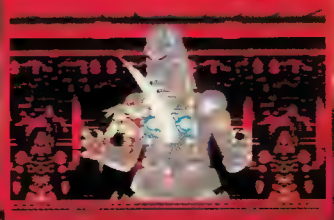
You can zip through this space without falling in the hole if you dash at the gap and hit the attack button at the right moment. This skill comes in handy later, too.

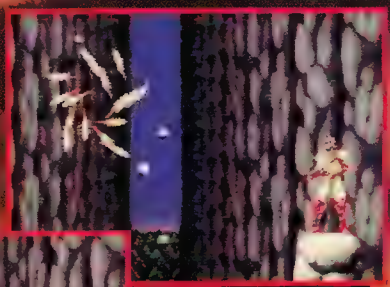


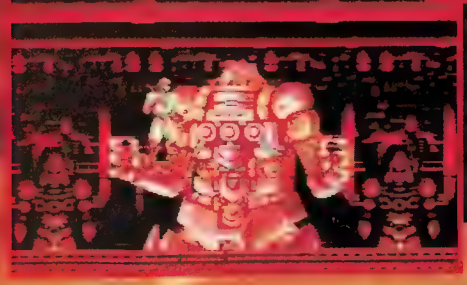
Jumping from rock to rock in the "traps" stage ain't easy — your double-jump skills had better be top-notch. Use Fushin magic if they aren't.



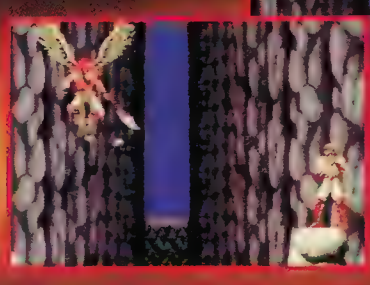
This boss has more ways to hurt you than you care to think about. He also doesn't seem to be vulnerable to Kariu!







Use Ikazuchi magic and jump to the crook of his arm, then keep swinging. When you see he's about to fire, double-jump over the shots to his other arm. Eventually, you knock his head off — now you can blast him with Kariu.



This bird thinks he's bad, but he's a wimp. Stand on the right-hand rock, shoot the circle of feathers, then blast him some more when he changes shape.

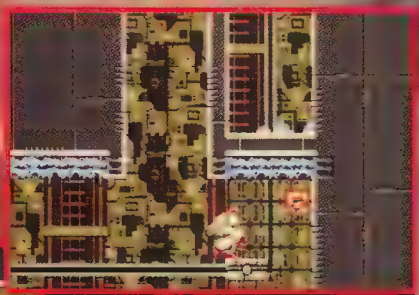
There's extra magic hidden behind the right-hand column at the entrance to the maze.

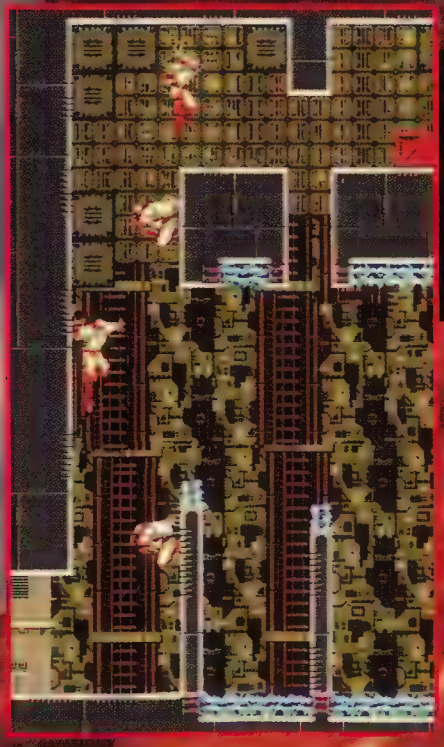
Grab the ceiling and move hand-over-hand to avoid the enemies. Jump off the left wall when you first enter to get high enough. You come here often as you find the route through the maze.

Does this guy look familiar? Stand against the left wall and duck when the two shadows appear. Only one of the shadows is real, but shoot when either one is on your level.

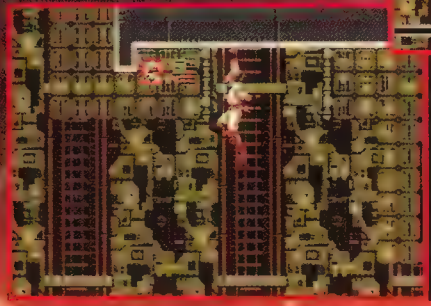
You hang below Zeed's ship in this stage. Double-jump to clear this gap near the exit.

After a half-dozen hits, he begins to fight for real. He follows three different patterns depending on the door he enters, but the only time you need to worry is if he comes from the upper right or left and you're in the opposite bottom corner. Use either Kariu or Ikazuchi magic if you get in trouble.

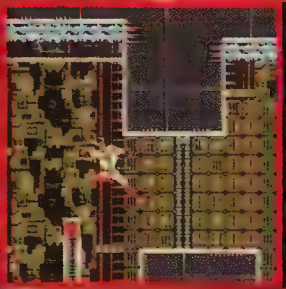




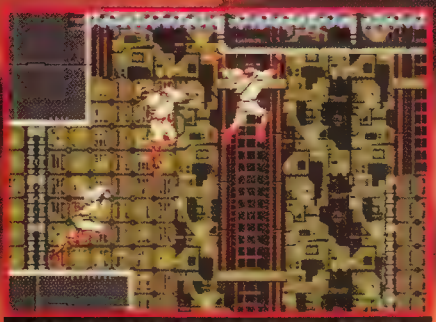
Jump off the walls here inside Zeed's ship to reach some rooms with extra stuff, then use Ikazuchi magic to cross the electrified area below.



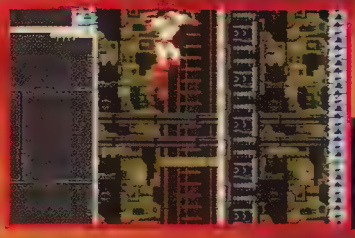
There are two one-ups in this stage. The first hangs from the ceiling, blocked by a bomb — rush in and rush out. For the second, shoot the crate as you approach, then take the hit when the elevator squashes you. If you die afterward, you begin far enough back that you can grab both lives again. Repeat this a number of times to build up extra men.



You must make a fast jump-attack to cross this gap — wait until the pole has sunk almost out of sight, then jump and attack to reach the ledge.



To reach the pipes, dash while holding Up on the controller, then jump for it!



The last obstacle before your battle with Zeed is a corridor with a closing wall. Jump against the walls and work up, watching for electrified spots. If you keep your head, you'll make it.

GP

Billy R. Moon

Life for Kirby is generally peaceful. On an average day, he eats, sleeps, and enjoys stimulating discussions with fellow Dream Landers about what wonderful dreams everyone had during their afternoon naps. But one day, Kirby and his friends wake up grumpy — a *most* unusual occurrence. They soon realize that they're testy because no one dreamed *anything*. Something must have happened to the Dream Spring!

After a few days of dreamless sleep, Kirby takes it upon himself to journey to the Dream Spring and investigate this nightmare. He immediately spots his old nemesis, King Dedede, sitting where the Star Rod — the spring's power source — should be. Dedede admits that he's split the Star Rod into seven pieces and passed them out to his closest friends. So now Kirby must recover and reassemble the missing pieces.

Kirby's Adventure is based on characters first introduced in *Kirby's Dream Land* for Game Boy. Although obviously geared toward younger gamers, the unique attacks and tons of hidden bonuses make *Kirby's Adventure* a game to be enjoyed by all. And while it's not a technical masterpiece by any means, the sound and graphics admirably fit the action. As a whole, *Kirby* is a welcome alternative to the usual Super Nintendo hand-me-downs currently dominating the NES market.

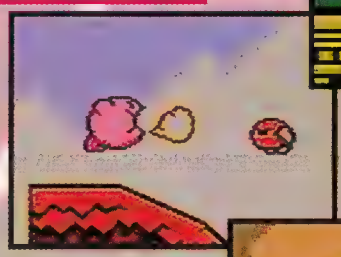
Nintendo of America; 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

Kirby's Moves

Push Up to make Kirby puff up and float into the sky. Once he's full of air, press the B button to have him fire an air pellet at nearby enemies.

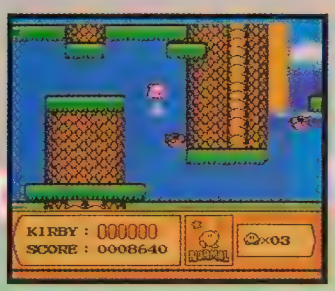
While Kirby's squatting, press either Left or Right to initiate his slide attack.

Kirby inhales if you press the B button while he's on the ground, sucking up anything — even enemies — in his way.

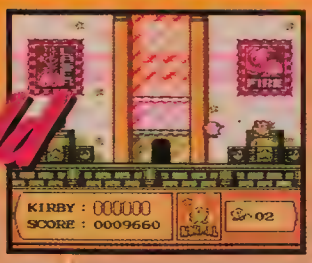


If he inhales an enemy with a special ability, press Down to enable Kirby to use the same attack.

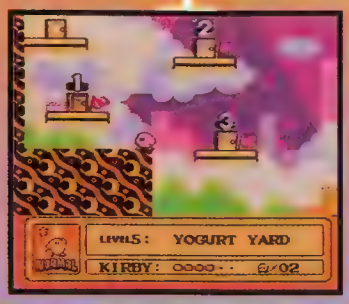
Kirby can't inhale while he's underwater, but he can use a stream of water to attack. This "water gun" blast works in any direction.



Kirby's World

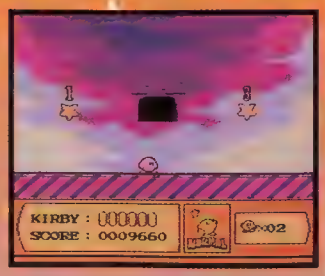


Check out the statues of enemies on each level: Inhale one, and you can begin a stage with that enemy's special weapon.



Use the map to locate doors and special attractions. When you've completed a stage, a flag is placed on the door. If the door stays brown, however, you've missed a bonus item or one-up.

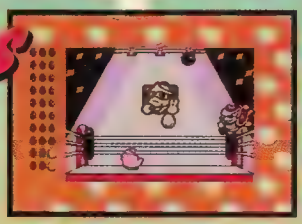
If you're low on energy, head for the local arena. You're rewarded after a victory with a Maxim Tomato that restores your vitality.



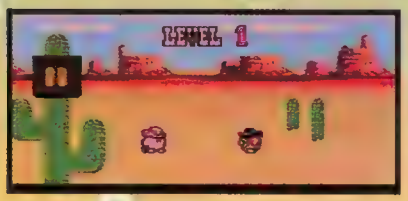
Hidden switches in some stages cause a Warp Star Station to appear, which allows you to transport to a different level.

Bonus Games

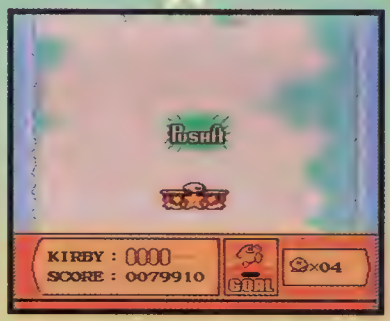
Get extra lives by playing bonus games in each level. In Crane Fever, for example, grabbing a small stuffed Kirby earns a single one-up while a large Kirby doll nets two.



In Egg Catcher, you must eat as many eggs as possible while avoiding occasional bombs. Bonuses and extra lives are based on the number of eggs you safely consume.



Play cowboy in Quick Draw Kirby. Kill five gunslingers for two extra lives.



At the end of each level, you jump on a trampoline to reach the highest of seven platforms, where an extra life awaits.

Vegetable Valley

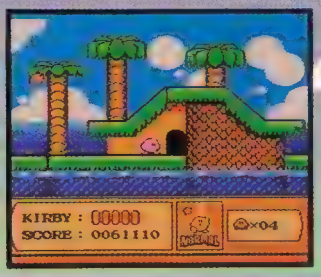
You face this pogo-sticking, explosive-pelting guy at the end of stage 2. Inhale his bombs as they approach, then spit them back in his face before they fry your innards.

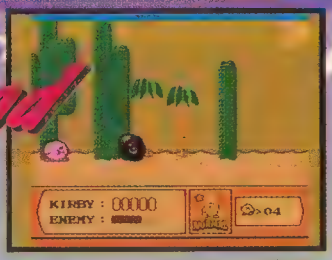
The ever-popular Walrus man makes a cameo appearance in stage 4. Use your pogo-stick strategy on his ice blocks.

The boss of Veggie Valley is a *Wizard of Oz* reject that hurls fruit and stale smoke at you. Avoid the smoke, but inhale the fruit and hurl it back at the tree boss.

Ice Cream Island

Hidden doors indicate much-needed bonuses. Get your vitality filled in this stage-1 room under the palm trees.

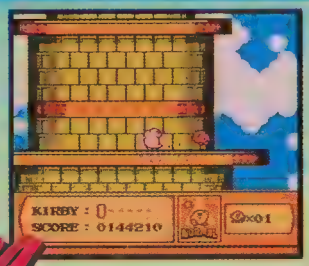




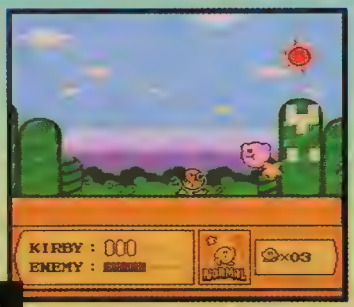
Even more annoying than a flat tire on a summer day is a spare that starts attacking you with baby tires. Inhale the babies and sling them back at papa.

The trick to defeating Leonardo de Frankenstein is to stay on the opposite side of the screen and inhale cars and baseballs, then use them on the boss. Try to avoid other paintings/implements of destruction, particularly the thundercloud.

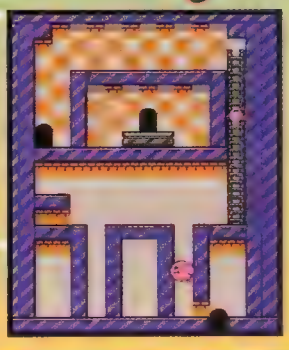
Butter Building



Several levels have towers that turn into carousels. The exit is on the other side, beyond flying creatures. Reach the hidden door by inhaling as you walk and spitting the critters back at their pals.



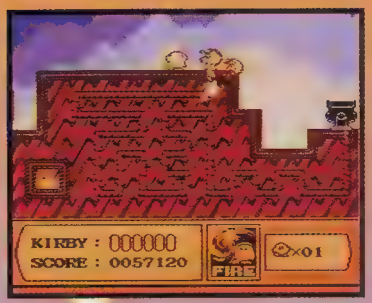
Museums and game rooms are hidden in higher levels. For example, to enter the arena in the Butter Building, look for a bricked-in plunger in stage 1. To reach the plunger, go to the bottom right of the room and enter a door hidden by blocks.



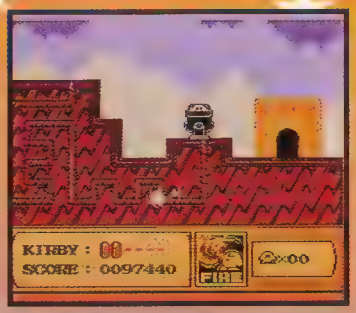
The third-level boss is tough! While the moon is out, the sun chases you. If you can avoid him, the moon helps out with a barrage of stars. Stand facing the sun and inhale, then shoot any stars you collect at the sun.

After a few attacks, the sun and moon change places. The sun's stars are harder to catch since they fall in a straight line. Try to get between the falling stars and the moon. Inhale, turn and shoot, then turn back to catch another.

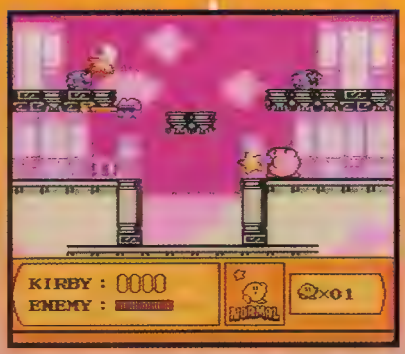
Grape Garden



Stage 3 forces you to become the Fabulous Cream-Puff Cannonball in order to find hidden rooms. Inhale a fire breather, then use your special power to light the fuse.

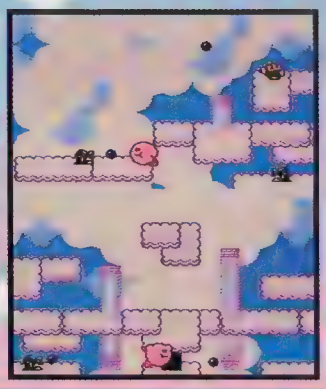


Once the fuse starts burning, quickly jump in the cannon for a propulsion to new heights.

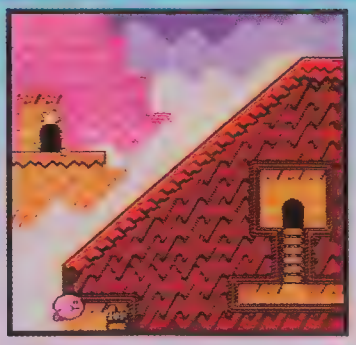


To defeat the knights and toys in stage 5, inhale the first knight at the bottom of the screen and use him to destroy the second. Keep it up on other enemies. Some — particularly the pitchfork-throwers — must be stunned first with an air pellet.

Yogurt Yard



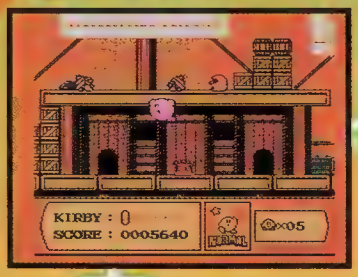
If you just float through the first stage, you miss bonuses. This door in the lower clouds leads to a room with extra lives and the plunger that controls the Crane Fever door for this level.



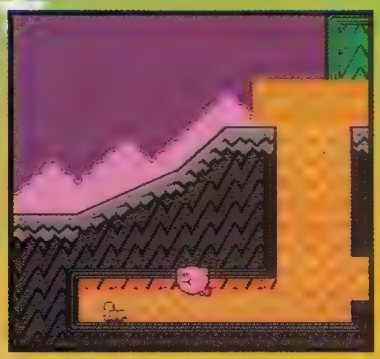
When you've reached the second-stage exit, do a little downward mountain-climbing to collect a one-up.

The level 5 bulldozer-bot is on a demolition trail! Watch for a back panel to open and some unfortunate creature to be tossed at you. Try to perch directly behind and slightly above the robot so you can inhale the creature and return fire.

Orange Ocean



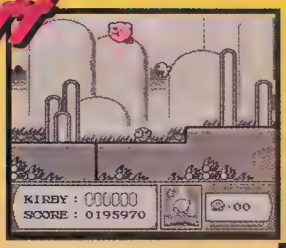
Look on the middle of the ship's lower deck for doors that lead to an out-of reach one-up. Go through the windows above the door to collect the bonus, then the extra one-up that appears as a result.



Detonate the bomb on the first mountaintop in the fifth stage to collect a hidden one-up.

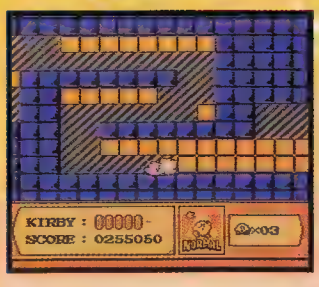
This boss look like the swordsmen you've often swallowed, but he's stronger and quicker and can't be inhaled. Hover over him and let him swing, swoop down for a quick attack, then return to the air.

Rainbow Resort



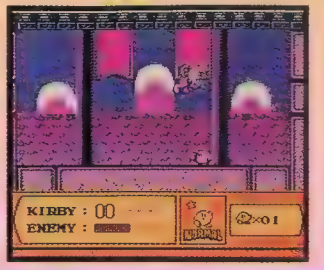
Oh no! Kirby's trapped inside a Game Boy palette! Our hapless little cream puff is the only object that retains normal color in stage 6.

Unfortunately, King Dedede has a few tricks up his sleeve. In addition to occasional flying, he shares your ability to inhale foes. Maintain a safe distance to avoid being swallowed up.



Some first-stage blocks can't be reached with air pellets. Rely on your old slide attack.

Use the same strategy on King Dedede as you did against the lion. The stars released by the king don't stay around very long, so be quick!



You've met the lion at the top of this tower before. Stay in the air while he's shooting fireballs, then fall to the ground and let him jump over you. When he lands, a star's released that can be inhaled as ammunition.

GP

ERIK LUNDRIGAN

ALIEN 3™

FACE-HUGGING FUN

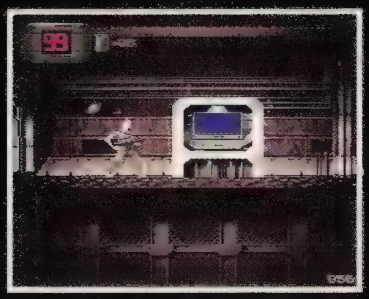
You've been jettisoned from your ship, the *Sulaco*, during a ship-wide malfunction. You've survived a crash landing. But you're living a nightmare: The living alien you thought was destroyed is still with you. Now once again you must try to send these flesh-eating demons to their extinction.

As Ellen Ripley, you find yourself on Fiorina 161, an all-but-abandoned prison planet. "Fury" 161 is a large complex consisting of assembly halls, cell blocks, medic bays, and waste areas. You must master the blueprints to hunt down the aliens infesting the maze. But you're armed with three familiar weapons: a pulse rifle, grenade launcher, and — most importantly — a flamethrower capable of incinerating several targets at once.

The odds aren't good, but you know the aliens can't be allowed to survive. No one in the universe knows the enemy better than you, so there's no turning away or giving up. It's time to blast those bugs or die trying.

Alien[3] is intense action for those "Banzai!!" types who love to waste anything that moves. Don't think you'll blow through the adventure in a day — these critters will be around whenever you're ready for an adrenaline boost. The music (in stereo) sets the tone for each mission, and you won't believe the action. Just don't be over-anxious and try to jump in too quickly, or it's "game over, man!"

Your objective is simple:
BLAST THE ALIEN SCUM!!



Frequently log on to the many terminal posts in order to receive your missions and examine blueprints of the complex.

ACCLAIM: 71 AUDREY AVENUE; OYSTER BAY, NY 11771

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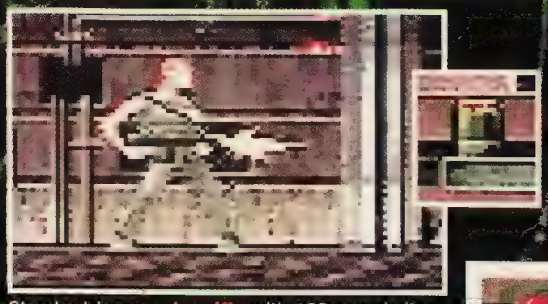
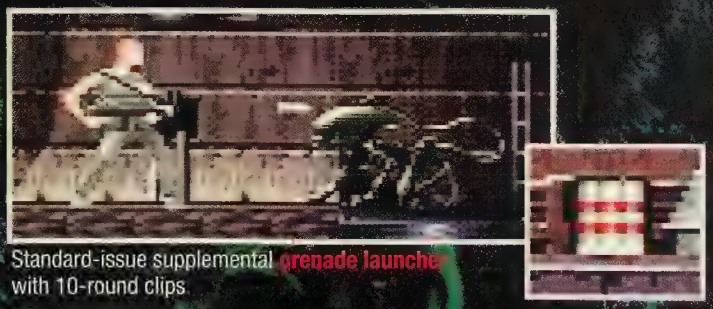
YOUR ARSENAL...

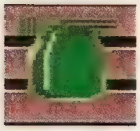


Standard-issue **pulse rifle** with 100-round clips.

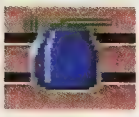


Standard-issue supplemental **grenade launcher** with 10-round clips.

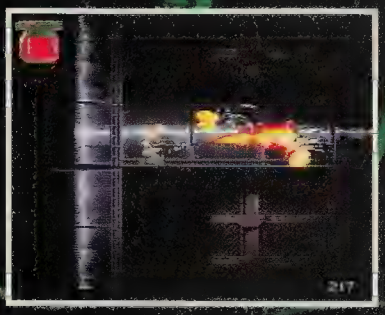
RED: The standard charge works well against small targets.



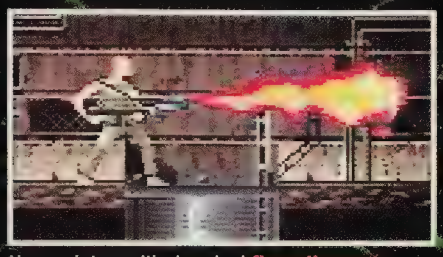
GREEN: This exceptionally lethal charge inflicts heavy damage.



BLUE: This stuff — *very* uncompromising — is a whole can of butt-kick!



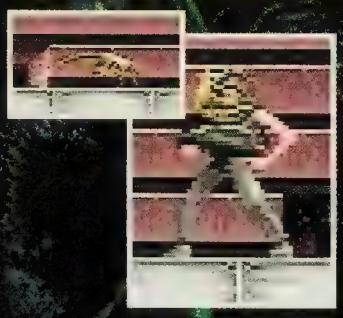
Your flame-thrower is your best friend. Use it to blast multiple targets with one shot — great for air shafts!



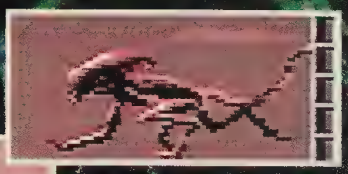
Heavy duty multi-chemical **flamethrower**.

XENOMORPHS ABOUNDING

Watch out for big bugs on the ceiling!

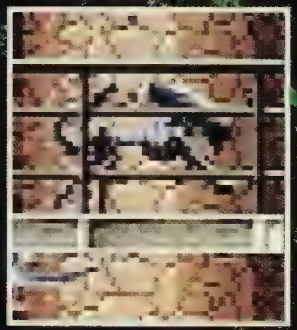


FACE HUGGER jumps on your face like it belongs there.



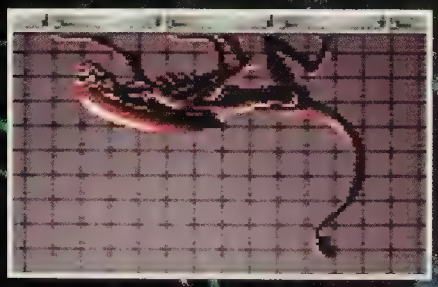
BAMBI ... sorry, no relation.

CHESTBURSTER ... is hard to see until it pounces.



DEVELOPING ALIEN ... is low to the ground and *very* bad.

ADULT ALIEN ... can hang from walls and ceilings and is extremely vicious!



ALIEN QUEEN she's very tough, very quick, and very willing to reproduce!

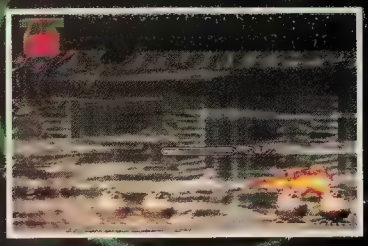
HOW'S YOUR HEALTH?

Get to a medic bay fast if your health runs low. There's one on every level — remember those locations.

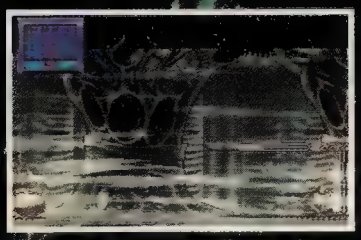
You should also get first-aid at a medic bay after completing each mission.

PEST CONTROL

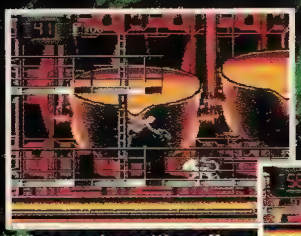
There's always some form of refill for your flamethrower in a weapons room, so feel free to fry anything that moves. (Now you're cookin' with gas!!)



Destroy as many eggs as possible to keep down the alien population. Eggs take damage only when they're open, though, so don't waste ammo.



Seal off sections of the complex by welding shut the doors to contain aliens or create safe zones.

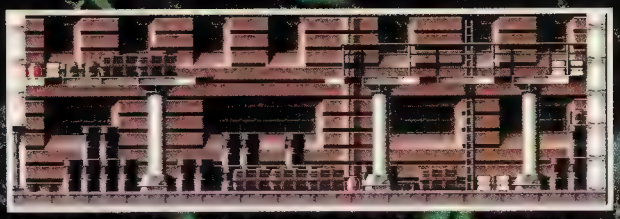


When you're getting off ladders, blast aliens before they get you.

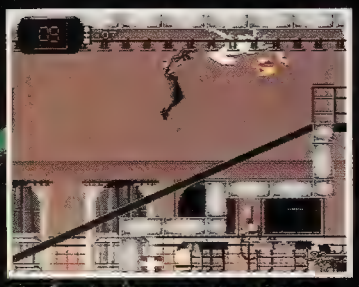
Trust your instincts: You might not see a place to land, but chances are good that you'll make it anyway. It's a leap of faith, you might say.

THE ARMORY

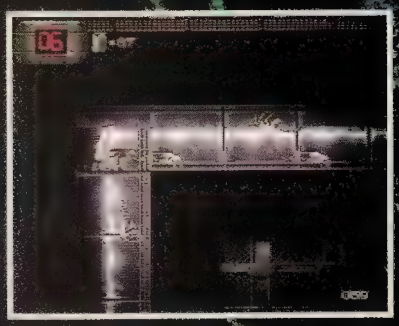
Good thing someone left these levitating platforms lying around. Make these jumps count — you get only one shot.



It's a good idea to visit the weapons room after starting a new mission. Everything's replaced after each assignment.

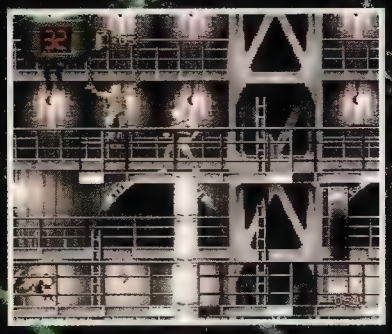


Learn to fire weapons at angles so aliens don't get a chance to hit you. Take *that!*



Use corners and junctions in the air shafts as safe zones. Blow away anything in the duct, then move out when it's clear.

It's smart to take missions in succession so you don't seal off doors you need to get through later.



Listen for cries of help from the prisoners. They always seem to know when you're getting close.

THE QUEEN'S LAIR

You need the blue flame to help you with this one. Once you reach the queen's lair, move all the way to the right, then left, crouch down ... and wait for her to get close.

Kill the queen and get back to the terminal to watch her die in the furnace.

A face only a mother — and The Corporation — could love.

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MAD DOG McCREE

Come Out Shooting

Stephen Poole

A stranger has just moseyed into this sleepy Western burg — and it's you, just in time to save the townsfolk from the dastardly Mad Dog McCree. You're greeted by a grizzly prospector who looks like a cross between Gabby Hayes and Jack Elam. Before he can finish telling you how Mad Dog has kidnapped the mayor and his daughter, two of McCree's boys try to silence him. If you don't plug these two guys, the game won't let you win certain gunfights, no matter how fast a draw you are.

You blast your way through nine different locales, starting at the saloon and ending in a High Noon showdown with Mad Dog, a challenge made even more difficult because he's managed to get his filthy hands on a 19th-century bulletproof vest.

Playing Mad Dog McCree is a simple matter of aiming an on-screen pistol and firing; you move the pistol to the bottom of the screen to reload. You begin with a standard six-shooter, but shooting various objects eventually increases your pistol's capacity to 12. Three levels of difficulty make the game fun even for greenhorns, and unlimited continues mean that you'll probably reach the final scene in just a few hours (outdrawing Mad Dog, however, may take as long as the rest of the game combined).

But don't think that Mad Dog McCree is a poor value. Although the graphics in this shoot-out aren't as outstanding as the arcade version, the full-motion video is plenty good enough to give you an itchy trigger finger. Despite profuse gunplay, there's no blood spilled, so all but the most politically correct should get a kick out of it. The acting ranges from decent to very good, the sound effects are excellent, and there's no learning curve to worry about. Mad Dog is, plain and simple, a great game for parties, bound to impress friends who want to see an "Oh, wow!" Sega CD title.

Mad Dog's gang has ridden into town — and trouble's right behind.

If you can't marry the boss's daughter, you might as well spoon the mayor's. Too bad Mad Dog puts a crimp in your plans.

Your boot heels have scarcely cooled when Mad Dog's gang tries to put an end to your mission. Plug these two guys or the old prospector won't be around with advice.

If you're too slow on the draw, the undertaker reminds you how many lives you have left.

As you mosey over to the saloon for the keys to the jail, watch the second-story balcony for an ambush.

The bartender tells you that One-Eyed Jack has the keys. You're ready for the fight, but the bartender's shaken by the results.

PC CD-ROM screens shown. Graphics subject to change.

The body count really starts rising once you're in the corral. Keep an eye on that window to the far left.

Looks like the old coot's in trouble again. Shoot the fuse to save him — and to receive important tips on getting into the mine.

This map won't do you much good if you didn't pay attention when you saved the hostages at the bank.

If you approach the hideout from the wrong way, you don't stand a snowball's chance in the noon-day sun of surviving. There's a gang member behind every rock.

There's definitely no vacancy in *this* hotel — Mad Dog's men have taken over the place.

It's time for the final showdown: Shoot the gun out of Mad Dog's right hand, then his left, then finish him off.

GP

MICROPROSE Strikes Pirates! GOLD

180 Lakefront Drive; Hunt Valley, MD 21030

Vince Matthews

Ahoy, matey! Welcome to the beautiful Caribbean, where many a man has died in search of treasure. You begin *Pirates! Gold* as the young captain of a small, but loyal crew of sea-dogs searching for adventure and mayhem on the high seas. Your perilous journey takes you through the 16th and 17th centuries and brings you face to face with the foulest scourge of swashbucklers this side of Havana. You explore faraway lands, chase dreams of fame, and maybe even get rich!

What could be more fun than sailing the crystal-blue Caribbean waters with a boat of rowdy pirates? Nothing! *Pirates! Gold* offers a non-linear adventure with unlimited possibilities and never-ending replay value! Outstanding graphics and sound highlight this high-seas escapade. Fans of the PC version will be pleasantly surprised by this faithful translation. So grab a jug of rum (or root beer) and listen to the call of Mother Ocean — it's time to set sail!

Port Royale

Governor: He makes all naval promotions and land grants. Be sure to visit your home port for missions and information.

Merchant: He can provide food and supplies for long journeys. (See also: Trade Route)

You: Once a poor, young stowaway — ready to absorb life's great adventure.

Banker: He divides the plunder between you and your crew — provided you *want* to divide the loot.

Tavern: The eyes and ears of every city, the tavern is where you recruit sailors or knock back an ale or two.

The Shipyard: Ask the ship-builder to repair your vessel or sell you new ships.

Ye Ole Shipyard

The **Galleon** can carry up to 160 tons of cargo, and it also makes an exceptional transport ship for soldiers. Unfortunately, it moves like a brick.

The powerful **Frigates** make excellent warships. Navigation is tricky, though, and only experienced sailors are up to the task.

A well-manned **Merchantman** can make a fine sailing vessel. Some pirates find these the ship of choice.

The weak **Cargo Fluyts** can be manned with a small crew; however, their construction is weak and not suited to battle.

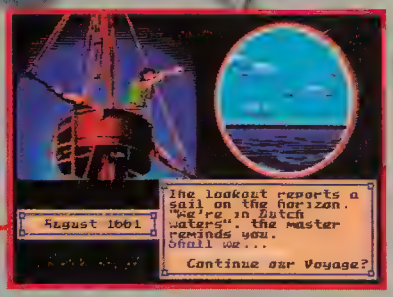
The small, maneuverable **Barques** make fierce fighting vessels and are equipped with oars that allow them to sail against the wind.

Pirates of the Caribbean

Here are the basics of pirating: how to locate treasure, fight a battle, or pillage a town. Use these tips carefully.

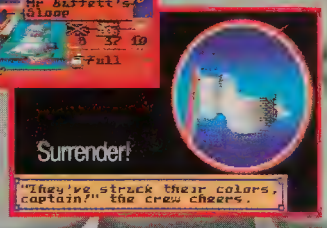
When you're scouting treasure, notice the surrounding area and pay careful attention to the *exact* location on the map.

Reef: Stay away! If a storm or bad navigation drives you against the reef, you're sunk!


August 1661
The lookout reports a sail on the horizon. "We're in Dutch waters", the master reminds you. Small wo...
Continue our Voyage?

The Crow's Nest: Once you've spotted an enemy, quickly make a battle decision.

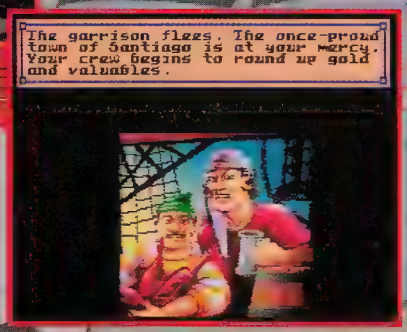
Ship-to-Ship Combat: Refer to the game manual for proper sailing techniques. Remember: A small, more maneuverable ship can sail rings around most cargo or merchantman vessels.



Taking a Town

Recruit a large crew before attacking a town or fort. When you're ready, raise your sails, quickly rush the fort, and don't let cannon fire drive you away from land. Be aggressive, matey!

Rush the fort, scale the walls, and *attack!*



Victory! With repeated attacks on the same town, you might end up the new governor.

Sailing the Seas

Sloops have very small drafts that enable them to negotiate reefs and rivers without much trouble. They're poor battle craft, though.

It takes only four well placed cannon shots to send a **Pinnace** to the ships' graveyard. These fragile ships are maneuverable, but they're poor battleships.

The biggest ship in your fleet reflects your sailing abilities.

Plan a voyage with wind conditions in mind, and always try to sail with the wind. Lower your sails during bad weather to keep from being blown off course.

Trade Route

Not only can you collect quite a bit of coinage pillaging countless towns, but you can also begin a trade route for fun and profit. Find a merchant offering an exceptionally high price for certain goods, then collect the items from other, cheaper merchants. Now sail back to the original merchant and trade the goods for gold!

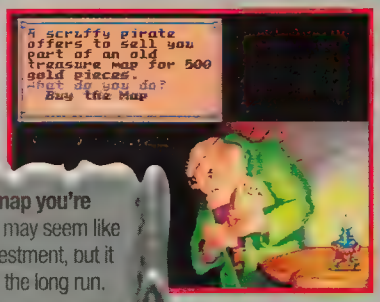
Swordplay

Before you set sail, select "Skill at Fencing." You need all the help you can get! Be aggressive and try to back your opponent against a wall. Remember to have an ample crew and occasionally glance at the faces on the damage meter to see how you're doing.

Hah! *Hah!* Guard, turn, parry, dodge, spin, thrust! Hah, *hah!*

Defeat! Aye, and a hard-fought battle she was.

The Tavern



Buy any map you're offered. It may seem like a risky investment, but it pays off in the long run.

Recruit as many sailors as possible before you set off on your journey.

Main Map: Use this wall map to plot courses and locate islands.

The Main Cabin

Argh — take a look around yer surroundings. Get used to 'em, captain, you'll be livin' here fer quite a spell.

Crew Status: Swab the deck and deck the swab!

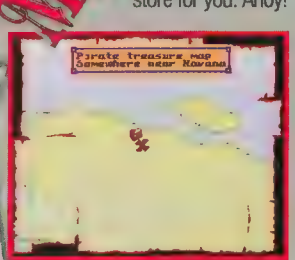
Personal Stats: That's me beautiful mug in the mirror.

Ship's Log
Mar 4: Holland at war with England.
Mar 18: Indians attack Barbados.
Mar 18: Visited Port Royale.
Apr 17: Malaria strikes Tortuga.
May 13: Indians attack Rio de la Hacha.
Jun 9: Spain at war with France.
Jun 9: New governor in St. Martin.
Jul 5: Pirates plunder Puerto Bello.
Jul 19: Engaged a Spanish war Galleon.

Ship's Log: Boldly go where no pirate has gone before — then read about it here.

Mapping Your Future

Search the forbidding Caribbean for information leading to your lost family — *and* unbelievable riches. *Pirates! Gold* has much more adventure in store for you. Ahoy!



treasure map

key to finding your lost sister

The Brig: If you capture a pirate, you can hold him here for ransom.

SUNSOFT
GAME BOY

Andale! Andale!

Sunsoft, 11165 Knott Avenue, Cypress, CA 90630

Locate each zone on the map.

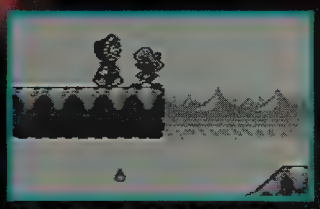
Looney Tunes names, characters, and all related indicia are trademarks of Warner Bros.© 1993.

Jonathan Gagnon

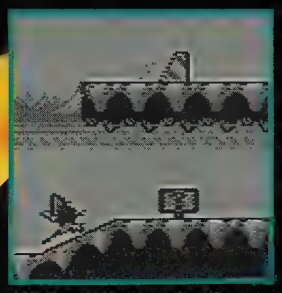
Arriba! Arriba! There's only one high-velocity, Spanish-speaking mouse — Speedy Gonzales! In his first starring role, he must defeat the evil rat who's kidnapped his friends.

It's no easy task. As you explore each zone in King Rat's castle, you must pick up cheese for ransom while avoiding Eskimos, banditos, mouse-eating plants, snakes, and the like. At the end of each zone, naturally, you face a boss that's a formidable challenge for any healthy mouse.

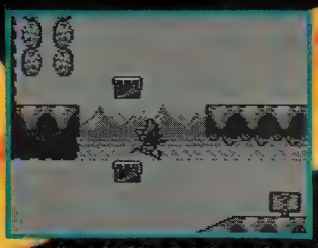
Speedy Gonzales is very easy to control, and its continue option is greatly appreciated since each of the five zones has three sections. With so many levels and so much variety, your time will be occupied for quite a while. Grab your sombrero and tell Mickey there's a new mouse in town.



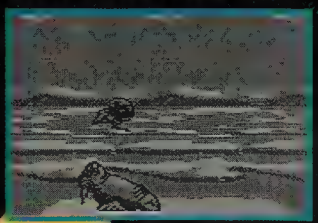
You can jump over Eskimos.



Hit the "?" signs to disengage traps and continue from that point. Also, watch that saw above your head!

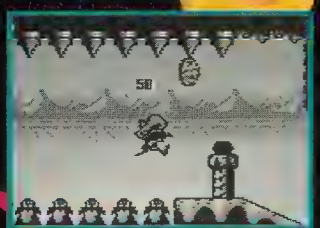


Touch this sign to make a block staircase appear.

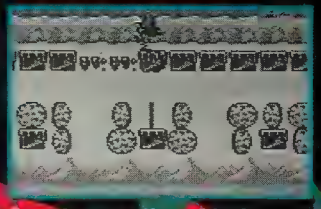


This walrus boss is a piece of cake. Just hop on his head three times.

Get extra speed by running into the bumper. You need it here to break through the wall.

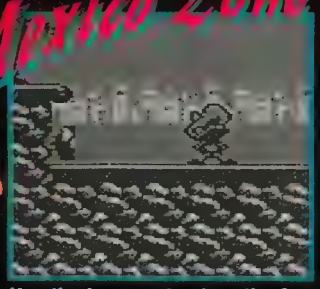


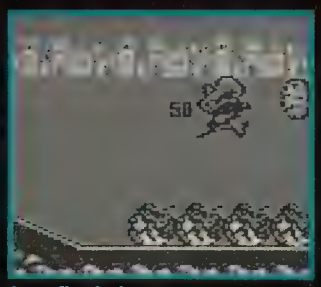
These penguins want to toss you into the overhead spikes.



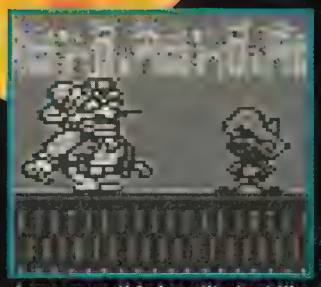
Speed across these blocks — they melt quickly.

Mexico Zone

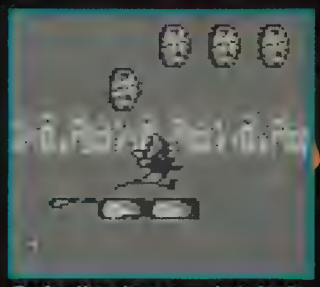




Use the bumper to clear the ferocious fire below you.

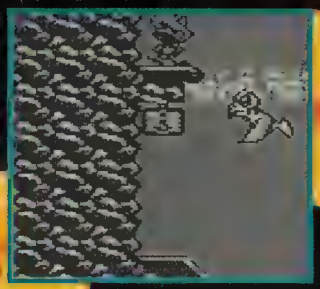


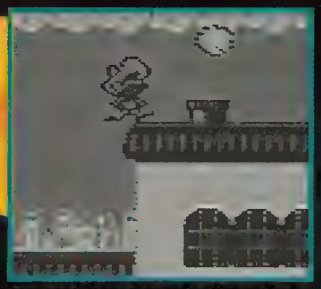
Jump over this bandito just like you did the Eskimo.



Go for the cheese — but don't stay long on these blocks.

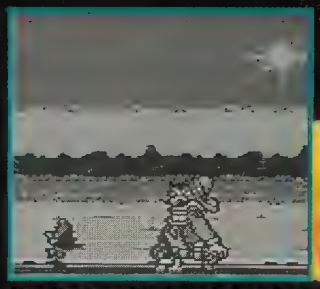
Drop down to the sign as soon as the bird moves away.





Second-hand smoke from the chimneys isn't healthy for a Mexican mouse.

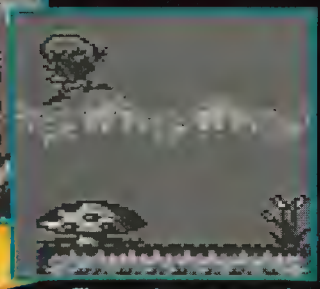
Don't overlook this "?" sign.



Use the bandito boss's head as a trampoline.

Forest Zone

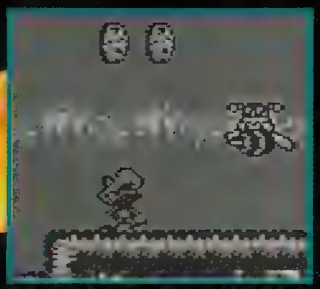
Jump this plant so it can't devour you.



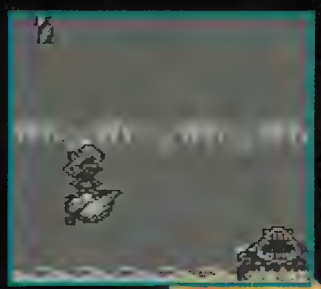
The mushrooms propel you upward.

Watch the arrows on the blocks — they push you in the direction in which they're pointing.

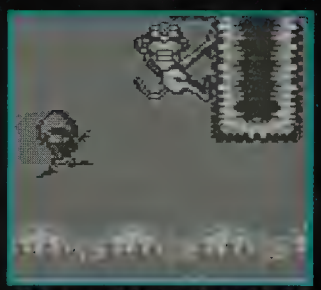
Use the mushrooms to jump over pits.



Run under the bee when it's at its highest.

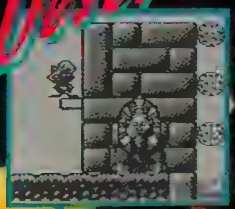


The toad's harmful when his mouth is open, but when it's closed, you can jump on his head.



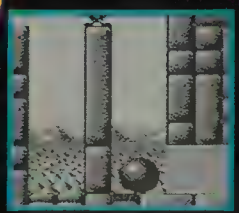
Make a mad dash to the right after the monkey throws the block.

Desert Zone



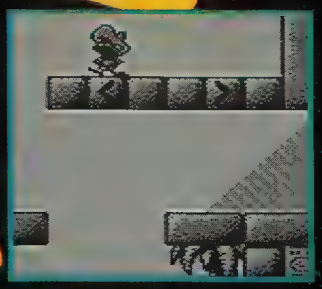
If you're careful, you can climb upward on the ledge that pops out of the wall.

You can take the little ledge up here, but don't jump in the pit unless you want to be crushed by a giant ball.

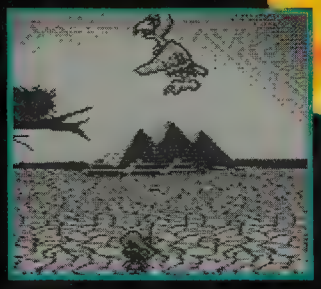


Look down to see what perils are below.

Hide here until the steel ball passes by you



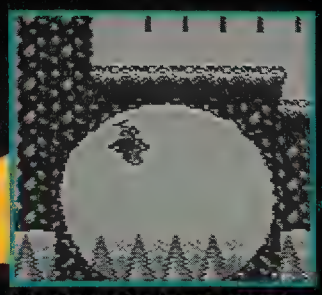
Use the arrows to place the block to your advantage.



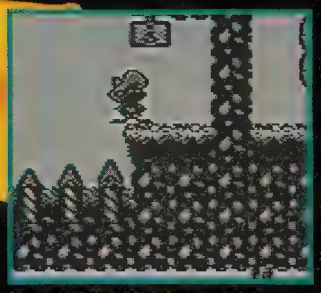
This bird boss flies to the right, then drops down. Wait until he drops, then bounce on his head.

Country Zone

Use the spring to hop over the bees while they're at their lowest point.

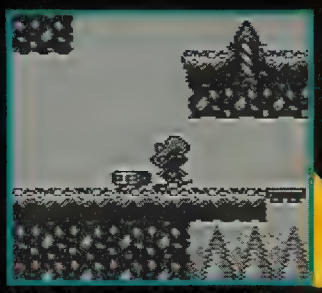


It's always fun to run around inside the loops.

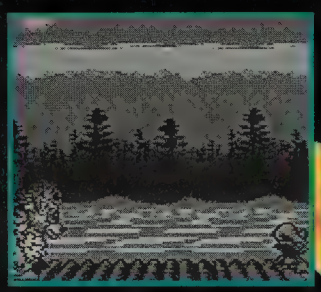


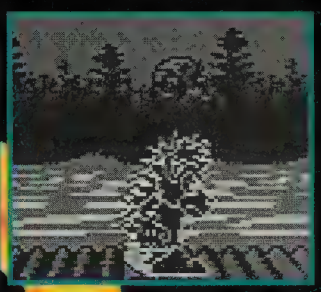
Touch this "?" sign — but make sure you have enough speed to clear the spikes.

Look before you leap: The enemy above can knock you down.



Take the upper route at this juncture.

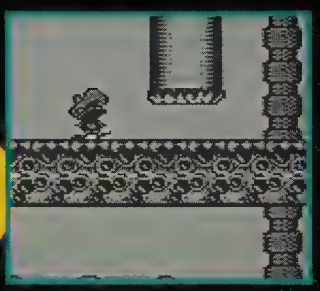




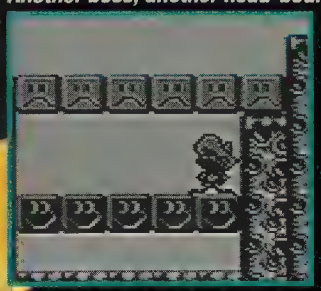
Another boss, another head-bounce.

Oh, no — not the disappearing blocks again!

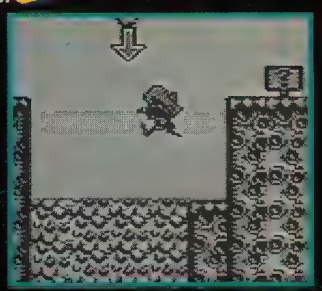
Cheese Zone



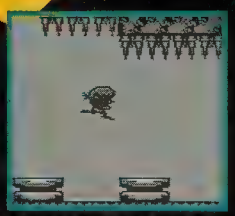
The tubes create a Speedy pancake if you're underneath them.



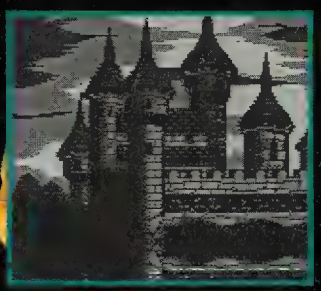
You can stand on the happy blocks, but you fall through the unhappy ones.



Follow the arrow and hop down the waterfall.



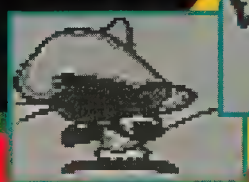
Unless you fancy being impaled on the spikes overhead, jump between the springs, not on top of them.



Finally — the evil castle! Get ready for a battle.

The first mouse moves slowly, but once you've dispatched him with a triple-head-hop, a faster one comes out. You must defeat four ever-quickening mice. The key is all in your timing.

Peace reigns again, thanks to the world's fastest mouse, Speedy Gonzales.



GP

Cool World™

DO WHAT HOLLI WOULD

Ocean
Super NES

Billy R. Moon

Welcome to Cool World, a strange dimension where cartoon characters (or "Doodles") are alive — but aren't particularly pleasant. When cartoonist Jack Deebs is transported from the "real" world, he must face enemies ranging from the corrupt policemen to big blue bunnies armed with machine guns.

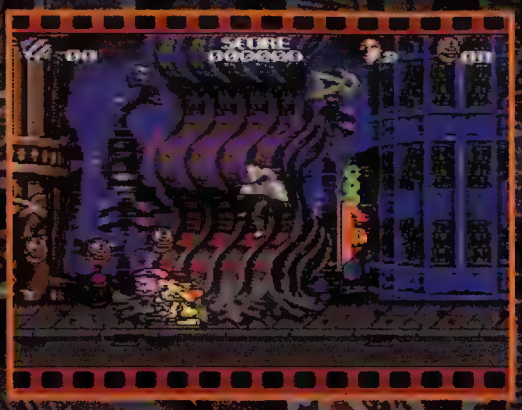
Chief among the evil Doodles is Holli Would, a blond bombshell for whom Jack immediately falls. The attraction seems to be mutual until Jack realizes that Holli is using him so she can get a real body and transfer to the human world. Once Holli crosses the border, she tries to steal the Golden Spike of Power, the device that keeps the two worlds separate. It's up to Jack and a few good Doodles to recover the spike before Holli destroys both worlds.

Although the premise of both the *Cool World* game (also available for NES and Game Boy) and the 1992 movie seems lifted straight from *Who Framed Roger Rabbit*, the overwhelmingly evil inhabitants of *Cool World* bear little resemblance to their Toon Town counterparts. It's an interesting adventure that's heavy on the action. But while *Cool World* looks and sounds good, it's not long or complicated enough to satisfy true adventure-game fans.

The few puzzles may be well structured, but they're pretty simple. And in addition, your *grandmother* could probably navigate most of the action scenes. The only thing that keeps *Cool World* from being finished in a snap is that there's only a limited continue feature.

Ocean; 1855 OToole Avenue; Suite D-102; San Jose, CA 95131

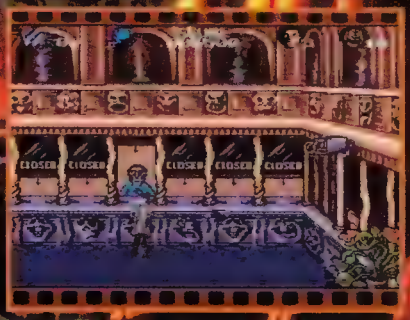
A Cool World Tourist's Guide



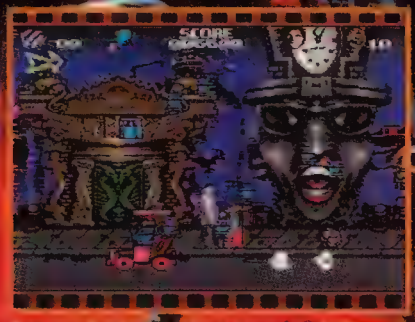
As you head west toward the pawn shop, you meet a beggar dog who gives you a choice: Give him a nickel or meet your maker. Since you don't have any money, avoid the alternative by jumping over him.

Most items in the pawn shop are useless, so don't bother to go in. Just collect the arm extender located outside.

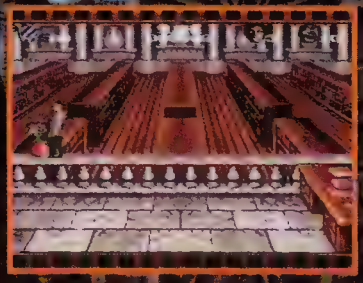
Push the detonator at the top of the bank to reveal hidden steps that allow you to collect the nickels floating in the air.



Once you've amassed a fortune, deposit some of your coins so you still have a stash o' cash if — better make that *when* — you're robbed.

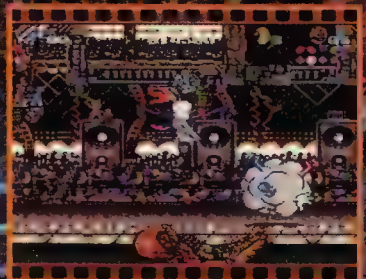


You must return a book to enter the library, but luckily, there's one on the street. If you stand outside too long, however, you're thrown into jail — and your bail is whatever you've got on you.

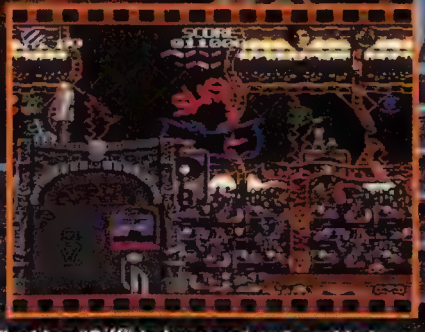


The librarian gives you a helpful hint when you return the book, but don't search for more books right away. Talk to the lions on top of the library first — their advice is both useful and free. And don't forget to grab flowers from the pot near the exit.

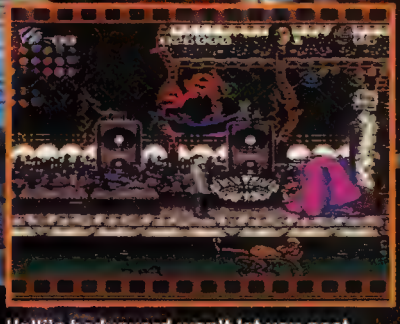
Since the Slash Club is Holli's favorite hangout, you're bound to need to get past the bouncer, give him your flowers. Make sure you have money for the cover charge (5 nickels) and a couple of drinks (2 nickels each).



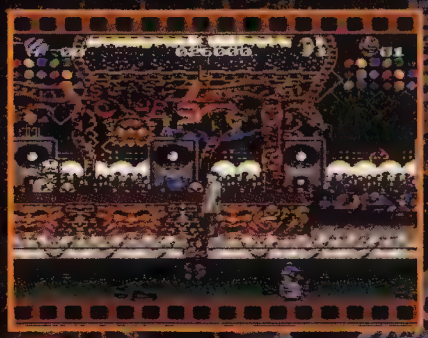
To avoid the barroom brawl, climb up and trip the second laser. Since the track laser is currently defective, use it to hitch a ride over the fight.



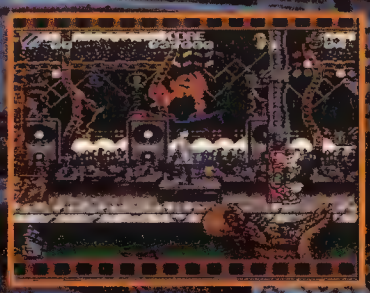
Climb to the top of the bar, jump behind the henchman on the right, and stretch-punch him a few times. Collect the flashing "Biff" to become invulnerable long enough to take out the guy on the left. Then trip the lever to turn off the lasers in your path.



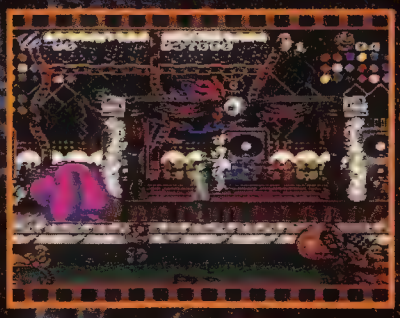
Holli's bodyguard won't let you past unless you bring her a drink. Head toward the bar, and don't forget to turn off the lasers again.



Be sure to catch the drink after you order it. Move toward the right end of the bar, then press Down when the mug sails by.

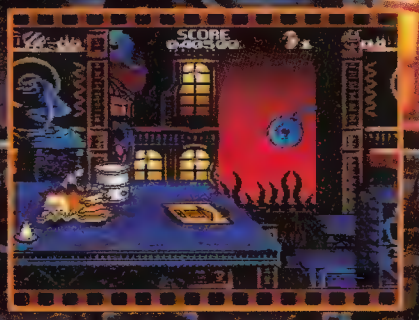


Now the moron looking for a free drink is the only thing standing between you and Holli. Jump on the tabletop when you leave the bar, then jump over Ralph when he approaches.

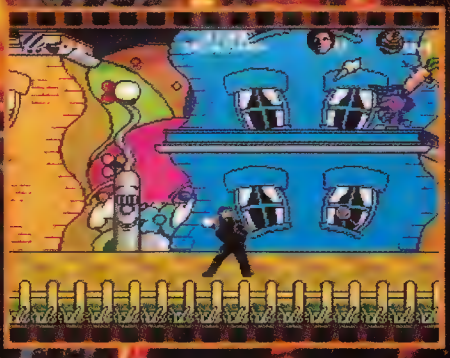


After you've finally made plans to meet Holli at her apartment building, get her a present — a box of chocolates would be nice. Try driving to the malt shop.

Unfortunately, the only car around is owned by this fire-breathing doggie. Collect a blinking Riff to avoid being fried while you're stretch-punching him. He freezes after a few hits, so grab a get-out-of-jail-free "cooler," then beat him until you get the keys.



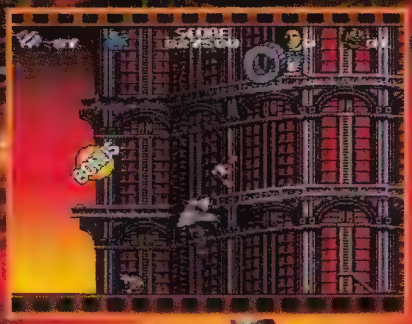
Driving is the most dangerous and annoying aspect of the game. Take time to memorize streets as you head toward almost certain death so you can navigate them safely the next time around.



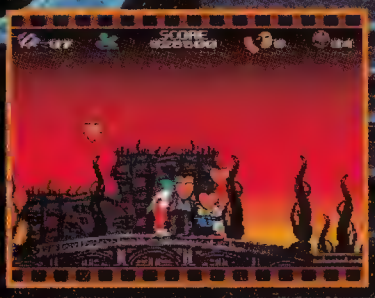
Sweet Place is full of treats you can convert to nickels back in the city. Resist the temptation to collect them all — leave five so you can return later in the game.

The box of chocolates is hidden in the upper-right corner of the malt shop. To get past the "dudes" (Frankenstein and the [illegible] in red), set three milkshakes on the bar.

Next, climb to their level and lure them to the edge until they fall. They'll be occupied at the bar until they finish the shakes.

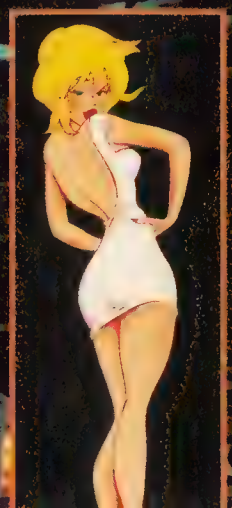


Since you can't exit Holli's apartment [illegible], watch out for Ralph and [illegible] other creatures — they throw tools that knock you down a floor. Nickels and bonus items are found along the edges.

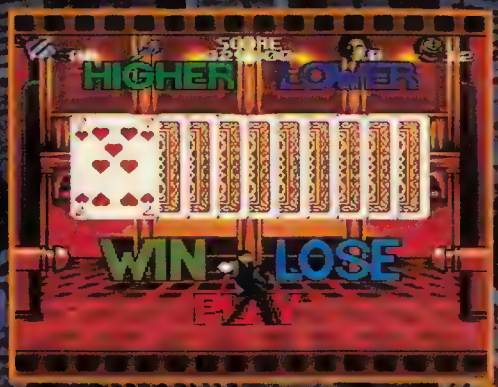


When you reach the top, Holli rewards you with a kiss. This kiss, however, is the last step in her plans to transport into the real world. Now you must send her back before she destroys *both* worlds.

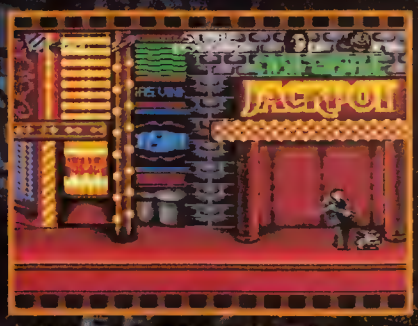
Quickly trade your box of chocolates for a Doodle-catching pen at the pawn shop. You're soon back in your world.



The Real World



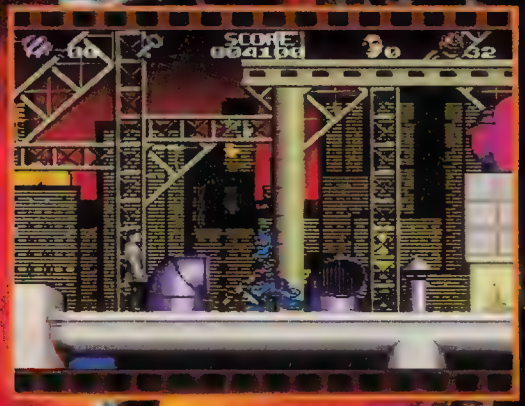
As long as you're in Las Vegas, polish your gambling skills. You can increase your fortune with a card game in the Gold Rush Casino.



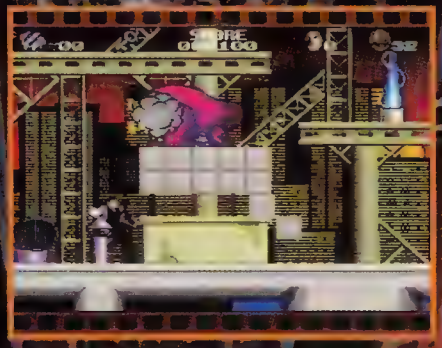
But soon you must search for the renegade Doodles who joined Holli. There are only three, but they're hard to catch. Lure them into a corner, then suck them up with your magic pen.

Meet with Doc Whiskers at the western end of Casino Avenue after you've caught all the Doodles. After he tells you to find the Golden Spike of Power, return to the malt shop and search in the upper-left corner.

Nails, the friendly Doodle spider, helps you climb the Ocean Hotel. Move him horizontally along the window ledges to avoid the other climbers, open windows, and clouds that make him sneeze.

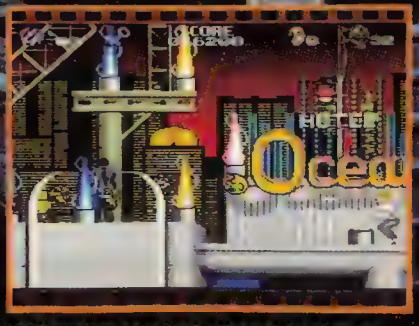


When you reach the top, use the key to release the slave standing between you and Holli's bodyguard.



Once the slave's out of the way, stretch-punch the blocks under her bodyguard. Step back after each punch so you won't get hit by the boulders he spits at you.

Here's that thief Doll [illegible] Cool World's main area. [illegible] you with your own [illegible] Get [illegible] the coins fly overhead. [illegible] stretch-punch the blocks above [illegible] back off. If your timing is good, he gets hit by the blocks when he chases you.



Holli makes one last attempt to stay in your world by tossing a herd of innocent Doodles at you. Suck them up with your magic pen between jumps.

Put the spike in its rightful place to send Holli home and restore the balance of the Interworld Matrix.

GP

Get the GOOF TROOP Scoop

Capcom
Super NES

©The Walt Disney Company

Capcom; 3305 Scott Blvd.; Santa Clara, CA 95054

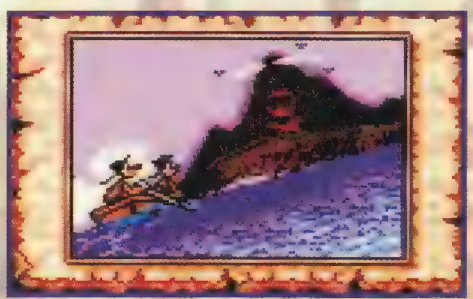
Chris Slate

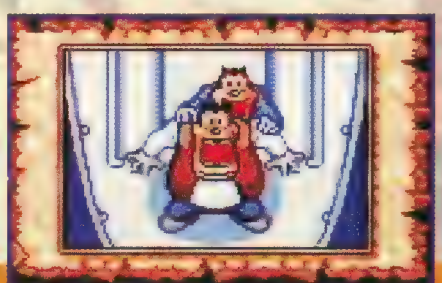
Gawrsh!

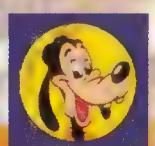
Capcom and Disney have teamed up again to bring more classic 'toons to the home video-game screen. This time it's *Goof Troop* based on the now-cancelled TV show. Goofy, being Goofy, has his work cut out for him in this adventure, but luckily, young Max is on hand to give him some help. Together they're embarking on the greatest quest of their lives!

The trouble begins when Goofy and Max arrive on Spoonerville Island, only to find that ruthless Keelhaul Pete has taken over the place! Goofy and Max must use their wits to stay one step ahead of Pete's rowdy band of pirates as the two search for the elusive Pete.

Fans of the SNES *Zelda* will feel right at home on Spoonerville Island. Not only are the graphics similar, but many of Goofy's abilities (such as picking up and throwing plants) appear "directly inspired" by the Nintendo blockbuster. And while *Goof Troop* is certainly no *Zelda*, it's a very good game that relies more on puzzles than pure action. Young players can defeat the enemies, and people of all ages will be entertained by the puzzles.



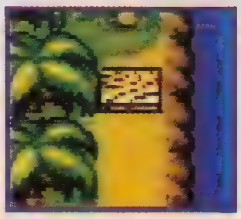




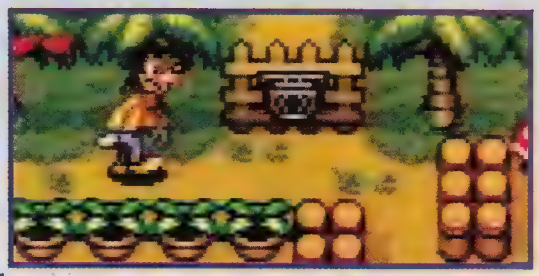
Spoonerville Island

You can play as Goofy, Max, or grab a friend for two-player action.

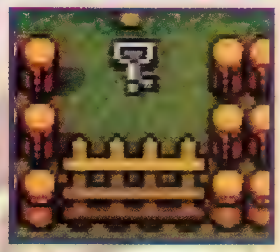
Tools of the Trade



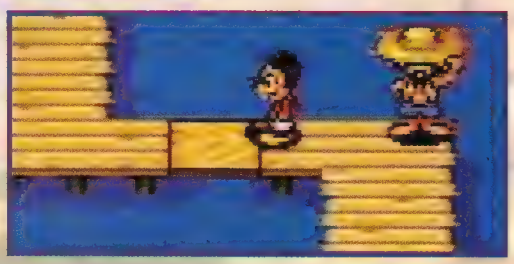
The **board** is a simple tool, but it flawlessly serves its purpose — just lay it down between two platforms to create a makeshift bridge.

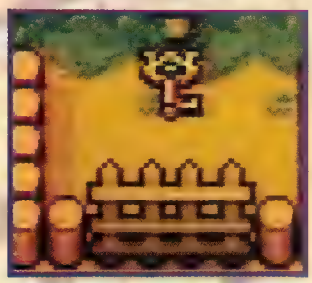


Keys aren't difficult to find, but you must solve a puzzle to earn them.



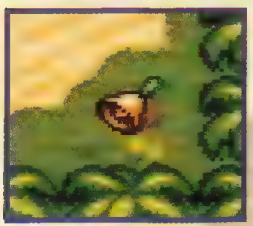
You can find the handy **hook gun** all over the place. Use it to fend off enemies, cross deep pits, or grab out-of-reach items.



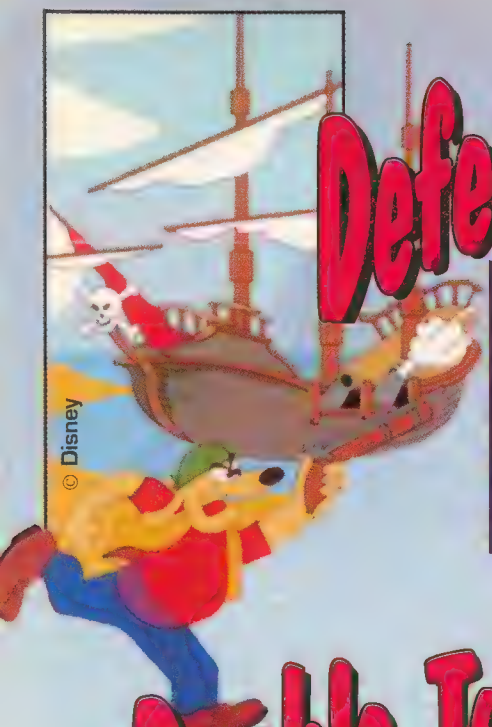


You can find some pretty cool stuff if you know where to dig. Grab a **shovel** and search for jewels, food, or other helpful items.

Like the other keys, the **boss key** is used to — what else? — open doors. The difference is that this one opens the door to the boss's lair at the end of each level.



Ringing the **bell** incites enemies to give chase. Why do this? In two-player mode, you can lead them right into an ambush!



Defend Yourself

Goofy can be pushed only so far. When you're cornered, pick up nearby plants, coconuts, or anything else to throw at your attackers. You can also pass items between Goofy and Max if they hold up their hands. Since your ammo is limited and some enemies take more than one hit, aim extra carefully.

Double Team 'Em

Good teamwork is essential in a two-player game. Remember that, unlike the one-player game, each player can carry only one item. You must work together to solve the intricate puzzles and watch each other's back so you can pass weapons if one is needed.

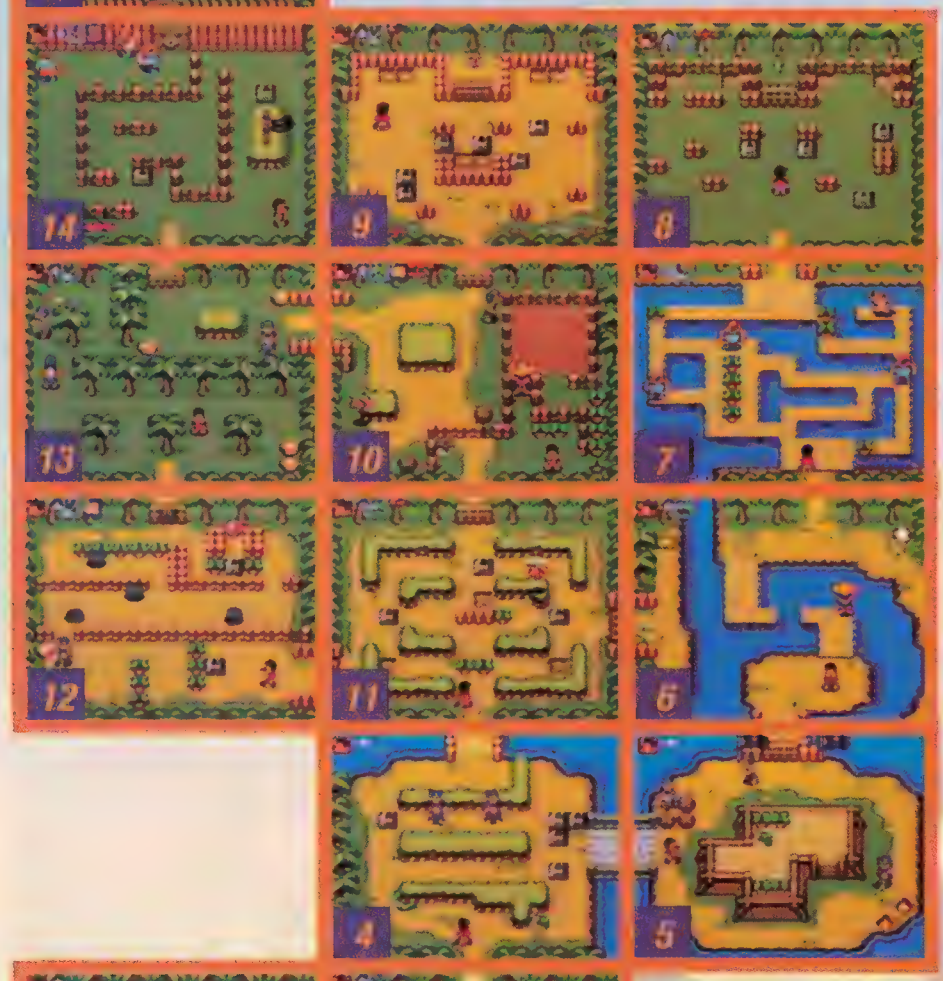
Puzzling Puzzles

Each key is guarded by a tricky puzzle: You must move the stones so each one covers one of the star icons. If you mess up, simply leave the screen and return — the stones will be reset.

An Island Tour

Each level is made up of many, many different screens, each holding its own items and secrets. As an example of overall game play, we've dissected the first area and listed each screen's contents. Happy hunting!

© Disney



1 Begin here
2 Health, hook gun, and advice
3 Bell
4 Hook gun
5 Hook gun
6 Advice, egg, and board
7 Health and jewel
8 Puzzle and key #1
9 Puzzle and key #2
10 Shovel
11 Puzzle
12 Jewel, hook gun, and door #1
13 Nothing here
14 Door #2
15 Boss 1
16 Jewels and health

GP

VIRGIN GAMES
SUPER NES
18061 Fitch Avenue
Irvine, CA 92714

The Coolest Spot in Town!

Patrick McGee

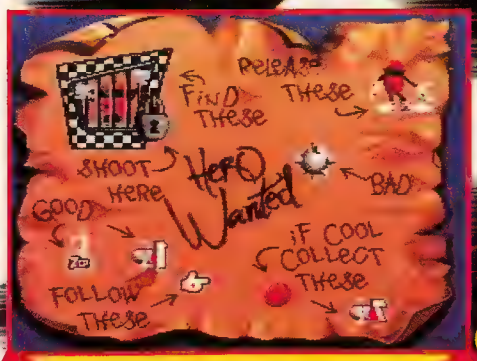
He can flip! He can bounce! He's able to leap tall 2-liter bottles in a single bound! He's got character, charisma, charm. He's more than a product endorsement — he's 7-Up's Cool Spot.

In ***Cool Spot*** for Super NES (also available for Genesis), our hero, wearing tennis shoes and sunglasses, sets out on an adventure to rescue his fellow Spot. He soon finds out that it's hazardous work being a small dot in a giant's world. But his mission is clear: He must collect enough red dots to open his buddy's cage — ***if*** he can find it.

What makes this game fun is that Spot really has personality. While he's waiting for you to make your move, he snaps his fingers to the music, cleans his shades, or pulls out a yo-yo. He also has fantastic leaping ability which he performs in a tuck so neat even Mary Lou Retton would be proud of it. He even brushes himself off after a hard landing.

There are 11 levels to strut through, with three levels of difficulty and bonus stages, too. There are hidden areas to find and challenging obstacles to overcome. The background music and graphics are fantastic. Whew! ***Cool Spot*** is one cool little game, and Spot is one cool little dot.

Each time you're hit, you droop a little more.



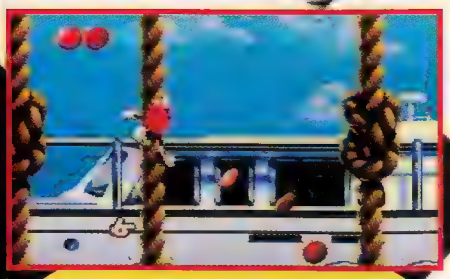
Here's all you need to know.

If you leap from the 2-liter bottle on the beach, you can reach these hidden balloons full of extra dots.

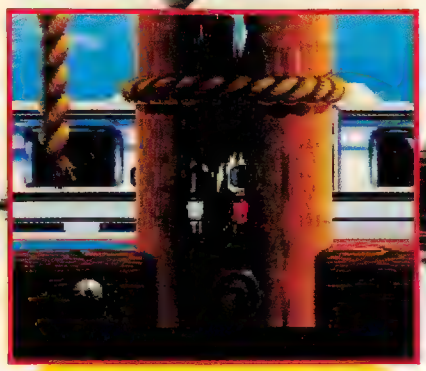
Hop up along the back of the beach chair.

If you tag these poles, you can continue from this point if you lose your life.

In bonus world 1, you're in the bottle. Try to bounce off the bubbles to reach the upper-right corner where there's a letter "U." Later, you can trade the letters in "UNCOLA" for continues.



You've got time at the pier to search every rope for red dots.



When you spot a see-through post, try jumping inside them to find hidden dots.

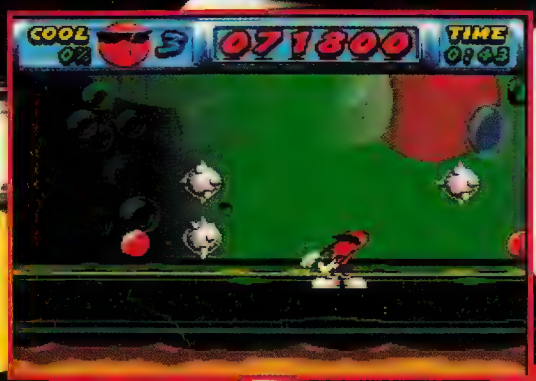
Bees usually attack from above or below. Shoot them before they can get you.

It's back to the bottle for bonus world 2. This time, the letter "N" is in the far right corner.

Explore as much of the basement as you can, but keep an eye on your timer. Red dots are hidden behind most pipes.

The only way to get by the mice you've awakened is to shoot them — *and* their cheese.

The right side is the only safe edge of the mousetraps.



Watch out for the spikes in bonus world 3 as you try to grab the "C" near the top of the bottle.

Watch your step in this kiddie pool — one wrong jump, and you're sunk.

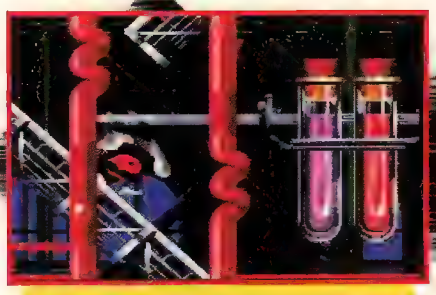
These saucers tip, so jump again as soon as you land.

Jump from this red airship near the top row for a bubble that lifts you to a free 7-Up.

This toy room is beyond big, so concentrate on finding the cage in the upper-right corner.

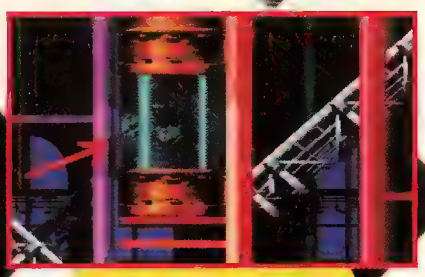
Look for hidden red spots behind this giant tennis shoe.

Beware of toys hiding behind other things. It's best to shoot first, look later.



The sixth level, Radical Rails, really takes you for a ride. Just go with the flow.

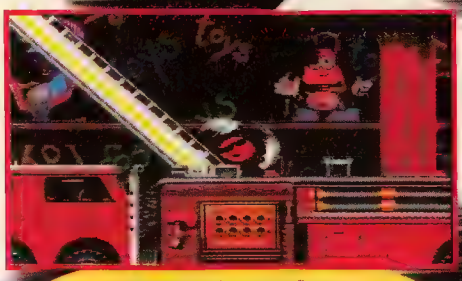
The only way to keep any control of where you're going is to hop up the rails.



You can enter these chambers for a free ride back to the top.

It's back to the toy room, but now there are even more vicious playthings to keep you on your toes.

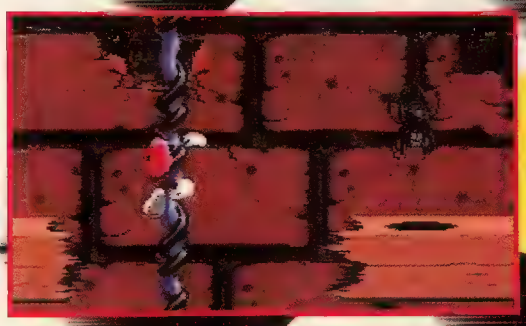
You can shoot these pencil-top spinners only when they're standing still.



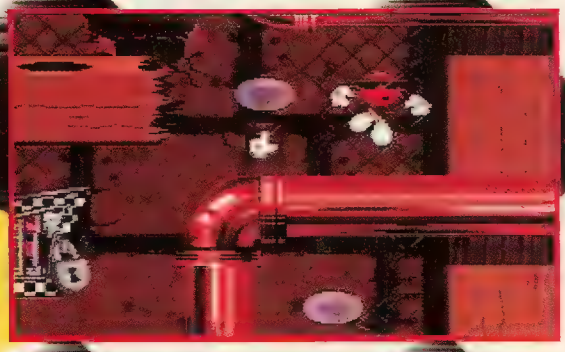
Don't tumble down any firetruck ladders — you'd be alarmed at what you run into.

Level 8 can drive you "loco" — you must work your way to the back of the train, then up the toy blimps. You don't die if you fall, but you do have start to back at the beginning.

When you reach the red blimp, jump to the first floater, fall to the floater below, then jump left to the next blimp. It's the easiest way to cross.



It's back to the wall in level 9 — except this time there's more light, and you must travel a different path.



Take the bubble near the end for a ride to a hidden section filled with red dots.

It's getting dark at the dock — and definitely more dangerous. This time you travel mostly upward.

Any time there's a rope close enough, jump up and around ledges for shortcuts to the top.

The final round takes you to a beach full of trouble. Those deadly wasps are especially difficult!

The only way to reach the cage where your fellow Spot's captive is by balloon-hopping. Start to the left of the volleyball net, then work your way to the right.

Virgin Games; 18061 Fitch Avenue, Irvine, CA 92714

DOUBLE DRAGON

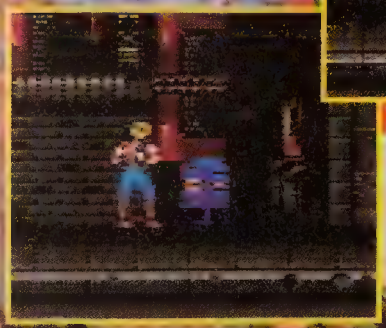
GEAR UP FOR TROUBLE

LEVEL 1

Jonathan Gagnon

What fighting duo is synonymous with martial arts? Laurel & Hardy? Ren & Stimpy? No — the incredible kung fu brothers, Jimmy and Billy Lee! Virgin Games says that Game Gear was ready for some leg-smashing, fist-flying action, and *Double Dragon* is just the game to do it. With hellish bikers, fire-spitting females, machine gun-toting toughs, and knife-wielding rollerskaters, *Double Dragon* is obviously not a game for the squeamish. But it *is* a game for anyone who loves cool moves such as flips, spins, jabs, sweeps, kicks, and punches. You can also arm yourself with guns, bats, and rifles that make kicking butt just that much easier. *Double Dragon* hasn't lost its charm even after all these years and all these incarnations. The graphics certainly won't disappoint you, although the movement could be a little faster. Still, *Double Dragon* is a welcome addition to the Game Gear library.

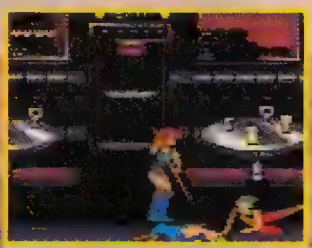
It's not wise to get stuck between two villains. Knock out the guy in the red first, then tackle the girl.



Don't bother sending a letter — smash the mailbox to get the heart.

This bully runs toward you and punches. When you see him coming, step aside, then strike.

Position yourself against the table so your back is protected.



If you stall while hitting the guy in red, he grabs the chance to slide-kick you.

This blonde vixen keeps jumping all over the screen. Your job is to keep moving, then strike with a flurry of punches when she lands nearby.

Batter up! Grab the bat and use it on enemies like this ninja.

The fighting blonde also uses a pipe. Kick the sign in the background to take her out.

Release some of that pent-up anger by smashing this car with your bat.

This star replenishes your energy. You need every calorie to confront the boss.

Take out the boss with a combination of punches and flying kicks.

You can see how many hits you've given and taken at the end of each level.

LEVEL 2

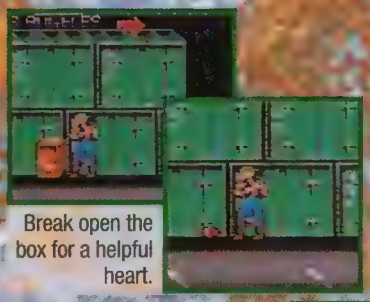
You face some formidable opponents during the shop stage.

The boss is near — be on the lookout for his hat-throwing.

Quickly take her out before she sprays you with fire.

Use some flying high-kicks and punches to put away the boss.

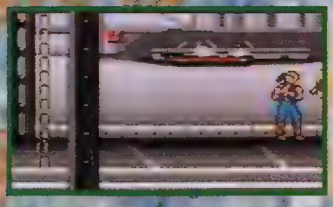
LEVEL 3



Break open the box for a helpful heart.

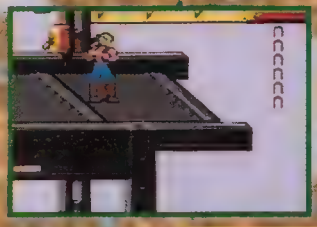
Take out the guy with the machine gun first. Stay as close to him as possible while punching. If he jumps away, jump with him.

To put away the motorcycle chicks, make good use of your flying kicks. Timing is essential.



Pull the lever to climb the chain and explore new and exciting places.

Keep jumping toward this boss so he doesn't have a chance to use fire on you. Use punches when you're next to him.

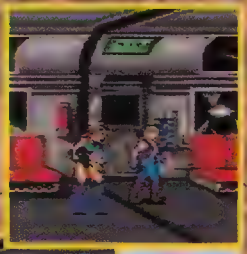


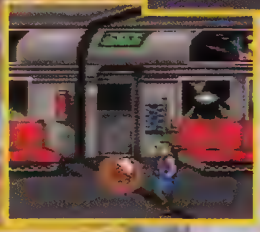
Don't be scared — just jump out toward this chain.

LEVEL 4

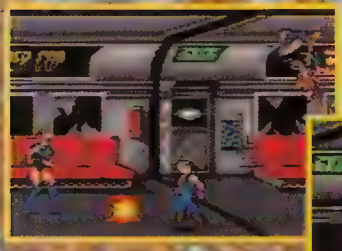
Stay in the middle of the train while fighting thugs.

Remember to stomp out the machine-gun guy before anyone else.

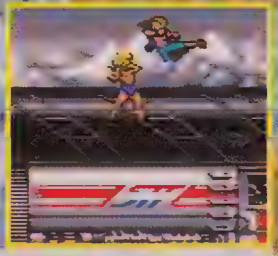




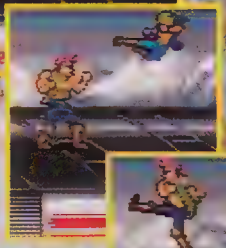
This woman has a trick: She curls up and steam-rolls you. Hit with a few punches, then move out of the way when you see her roll up.



Keep your cool here. Attack the girl on the floor, but keep moving to avoid the bombs being thrown at you. Next, use flying kicks to drop the woman on the ceiling.



This nice lady uses fire on you. Hit her, then move away when you see her back up or risk being fried.



This boss uses tornado kicks every time you try to use flying kicks, so your best bet is to let him walk toward you while battling back with a barrage of blows. Don't let up or he grabs you.

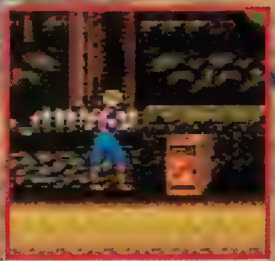
LEVEL 5

This sweet thing likes to throw sharp knives — keep jumping to avoid them while throwing quick kicks.

It's hell on wheels! Use flying kicks and watch the motorcycle go up in flames.

These guys are so easy that you can exchange punches with them even if they team up.

Is it Jason? Nah — just some other idiot with a chainsaw. Kick him high with a combination of punches to make him cry mercy.



Of course you *know* what happens when you smash open this box....

Arcade screen shown

Rim-Rockin' Action!

Acclaim Entertainment is ready to roll out a truckload of superstars in its *NBA Jam*, the SNES and Genesis transfer of the top arcade hit. The game features 54 famous NBA players (two per team), but the action is more outrageous than you'd *ever* see on the court. The two-on-two, full-court free-for-all will be flying your way by the end of the year.

SCORE CARD

Troy Aikman's Pro Quarterback is being developed by Tradewest's affiliate, The Leland Corp. The top-round draft pick was instrumental in earning a Super Bowl ring for the Dallas Cowboys last January.

GPsports

Go for the Gold with Summer Challenge

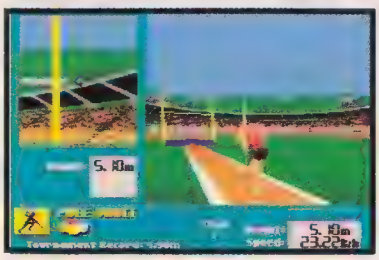
Your body's black and blue, with a little purple and yellow-green mixed in. You're an athlete in Accolade's *Summer Challenge* for the Genesis, and if you don't get some medical attention soon, you'll soon know all about "the agony of defeat."

Summer Challenge lets up to ten players compete in eight different Olympic events. But if you're short a few friends, the computer fills out the field. The events provide a good range of challenge — from simplistic competitions such as cycling to absurdly impossible activities like pole vaulting. The top three finishers in each event take home medals and are awarded points using the Olympic point system (three for a gold, two for a silver, one for a bronze).

Your ultimate goal is to have a higher score than the other nine challengers after all eight events: archery, cycling, equestrian, four-meter hurdles, high jump, javelin throw, kayaking, and pole vaulting.

To succeed, you'd better have sharp eyesight — or ESP — because the graphics, while detailed, are sunk by jumpy animation. Precise timing and visual judgment are needed for many of the events, and the flicker and tear make it nearly impossible to judge when you should jump, plant your pole, or so on. There's nothing quite like executing a perfect "Flonsbury Flop" during the high jump, only to land butt first on the concrete because you started six feet before you should have.

Three challenge levels (amateur, professional and world class) affect the level of your competition. However, the key to winning an event is *whether* you can do it, not how *well* you can do it. Anyone, for example, can master cycling, which is performed simply by racing solo around a track, pounding the B button as fast as you can to increase your speed. You can improve your overall time slightly by staying to the inside, but that's really all the strategy there is.



The javelin toss is another "gimmee" contest. With three attempts, throwing the javelin for distance is easy, since even a 95-meter throw is enough to bring home the gold. The only *real* challenge is avoiding a foot fault before you release the spear.

The pole vault is at the other end of the difficulty spectrum. The problem is it's incredibly hard to judge your distance to the crossbar — you invariably plant your pole too early (vaulting under the bar) or too late (sending you head-over-heels onto the mat). Even if your timing is great, getting over the bar without knocking it down is no small feat. Hurdles and equestrian events are easier than the pole vault, but usually give you the same "did not finish" result.

To win *Summer Challenge*, you must take the gold in the three easy events (archery, cycling, and javelin), then get lucky in one of the middle-difficulty games such as kayaking. That way, it won't matter as much if you bomb out in the hard competitions.

Summer Challenge is an interesting, yet frustrating Olympic simulation that's definitely more fun with friends than solo. It's great that your best stats for each event are saved on battery backup, and that a password lets you pick up your progress without falling behind the pack. But with all the bumps and bruises you'll suffer, you might decide that enlisting in the military might be a safer way to serve your country!

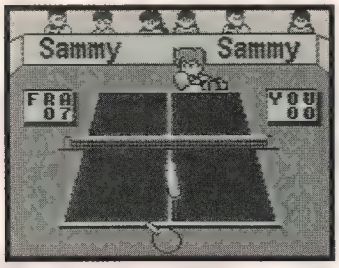
Graphics: 5
Sound FX: 7
Music: 7
Bells & Whistles: 5
Play Control: 5
Replay Value: 6

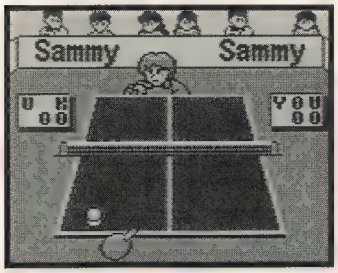
OVERALL RATING: 6

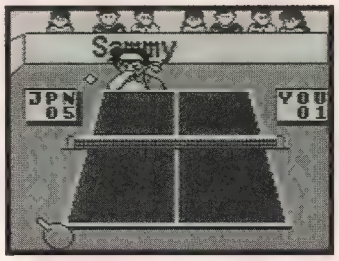
Battle Ping Pong

OK, all you table tennis fans — your moment of glory is here! We know you've been hoping for that ping pong simulation, and American Sammy has put an end to your wait. If you've been itching to pull out your Game Boy for some slams, slices, hooks, and chops, you're ready for *Battle Ping Pong*.

In this game, you can play the computer (which is pretty much a practice mode), enter a tournament, or challenge a friend with the Video Link cable. In the tournament, you play eight countries, working your way from the weakest to the strongest until you face the Number 1 team from the "mystery country."







There's strategy involved in paddling your way to the top — you've got to use the sides to your advantage, and it's easy to misjudge distance if you toss the ball too far in the air on a serve. Keep things tight and fast, and just be glad there's a password feature after each tournament match.

Battle Ping Pong plays well, and its slew of different shots satisfies even the most devoted fan's table tennis appetite. If you don't have room for an actual table, pop in this cartridge and you won't even know the difference.

— Jonathan Gagnon

Graphics: 7
Sound FX: 5
Music: 5
Bells & Whistles: 6
Play Control: 7
Replay Value: 6

OVERALL RATING: 6

Roger Clemens Winners!

Back in June we announced a Roger Clemens sweepstakes in which six readers would win copies of Acclaim's *Roger Clemens MVP Baseball* in a random drawing. The results are in! Here are the lucky winners:

Alex Clemons
of Fulton, NY
David W. Jaworski
of Houston, TX
Jerry Karpinski
of Nepean, Ontario
Christopher A. Posada
of San Francisco, CA
Asim Rahman
of New York, NY
Michelle Summers
of Columbus, Ohio

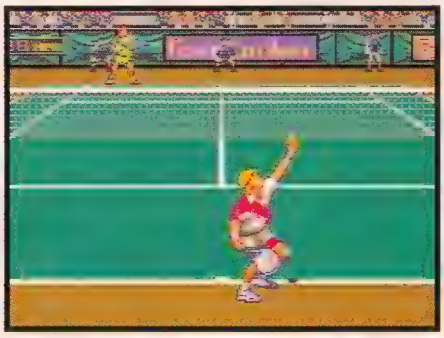
Thanks to everyone who entered, and to Acclaim for providing the games. Watch for more contests in upcoming issues!

Tennis, Anyone?

In a perfect world, there would be no hunger or disease, the ozone layer would be really, really thick, and all video games would be reviewed two weeks before they hit store shelves. But wake up and smell the coffee — the world ain't perfect. Here are a couple of tennis sims we missed. You've seen these games on store shelves — are they worth getting?

AMAZING TENNIS

Almost two years after Absolute's Amazing Tennis "Wow"ed SNES players, it's available for Genesis, and it stands shoulders above the competition. What sets it apart are its large, lifelike graphics and realistic sound effects. The well-animated player in the near court is about one-third the height of the screen, and the court spans the width of the screen, with alleys actually out of the picture. The ball and racket sounds are accurate, and the public-address announcer has the low, bassy intonation you might hear at Wimbledon (Absolute enlisted famous chair umpire Frank Hammond).



DOUBLE-FAULT

Amazing Tennis isn't without its flaws. The gamer playing at the far court is at a disadvantage because his side is hidden by the net and he doesn't have a clear view of every shot. Luckily, in tennis, players switch sides every two games, so each player faces the same obstacle.

You can choose whether you play on grass, clay, or hard surface, and if your player's right- or left-handed. There's not, however, a password feature or battery save. In Tournament mode — in which you must win two of three matches to advance — you must play through the whole match in one sitting or lose your progress by turning off the game system.

The Genesis version of *Amazing Tennis* is basically the same game as the SNES simulation, but the colors seem washed out and dull. The characters are still large and detailed, but they've definitely lost a little luster. But *Amazing Tennis* is still the closest you're going to get to playing tennis without actually getting out on the court.

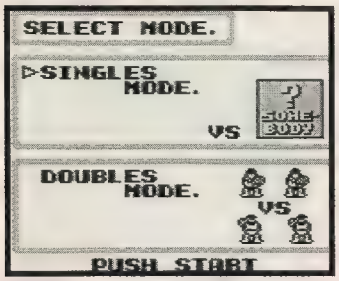
Graphics: 8
Sound FX: 9
Music: 7
Bells & Whistles: 5
Play Control: 8
Replay Value: 8

OVERALL RATING: 8

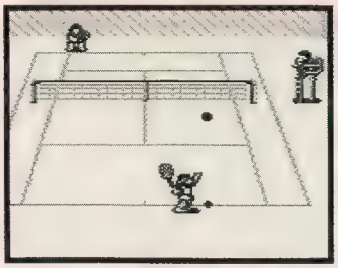
TOP RANK TENNIS

Nintendo of America's *Top Rank Tennis* is a great game—it's just hard on the eyes. Yet Nintendo really packed a lot of interesting features into *Top Rank*, creating the Game Boy equivalent of the great tennis simulation for Super Nintendo, *Super Tennis*.

Up to four players can compete (with the Game Boy Four-Player Adapter) on grass, clay, or hard surface, or one person can work his or her way up the rankings ladder on the quest for Top Seed. There's singles or doubles play, a battery back-up, a digitized voice that makes line calls and announces the score, and shots ranging from a top-spin lob to a slice. In fact, *Top Rank* makes use of all four Game Boy buttons (A, B, Start, and Select) during game play — each represents a different shot. There are also four different serves: top spin, flat, slice, or an underhand.



A tally board keeps track of your aces, double-faults, and the percentage of first serves you get in during your match. Another chart shows your overall ranking. Each time you defeat a ranked opponent, you move up the charts and compete against better opponents.



Graphically, you always have a behind-the-player, near-court perspective in the one-player game, which helps you closely follow the action. There's not much variation in animation, but your players can dive for shots or hit an overhead smash. Solid sound effects and crowd cheers add to the game's atmosphere.

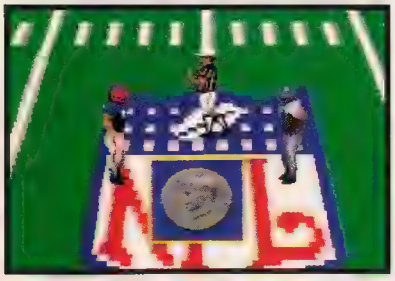
If tennis is your racket, you can't do much better for Game Boy than *Top Rank*. Just make sure you have good eyesight!

Graphics: 7
Sound FX: 8
Music: 6
Bells & Whistles: 9
Control: 9
Replay Value: 8
OVERALL RATING: 8

NFL Football — All But the Kitchen Sink

A general definition of "ambition" is "*a strong desire to achieve something or an object or goal strongly desired.*"

When it comes to designing a video game, ambition is what separates the hot, groundbreaking stuff from the "me-toos." Ambition can also have a negative side in video-game design. A talented programming company tries to do too much, and ends up with a game that isn't much fun to play.



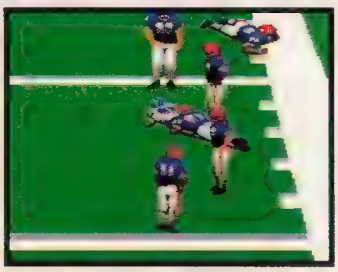
And that's what has happened with Konami's *NFL Football* for Super Nintendo. *NFL Football* is certainly the most ambitious football game since Electronic Arts's original *John Madden* — that's appropriate, since both games were designed by Park Place Productions. *NFL* combines great Mode 7 and scaling effects with a hot music and sound-effects track to create a very impressive product. Unfortunately, those same mode 7 tricks hurt the overall game play and ultimately, tackle *NFL*.

Still, an NFL license adds a real pro feel to this game. Players are decked out in their regular team colors — both home and away. All 28 teams are featured, and although there are no real players, the teams have been rated by position, and those ratings seem to be based on the 1993 NFL season.

You have a horizontal perspective for most of the action; however, the camera is constantly rotating. Your behind-the-defense view when punting or kicking quickly rotates to give you a behind-the-returner view once the ball is kicked. The game zooms in closer to the action when necessary and pulls back when you need to see more of the field.

RUN LIKE THE WIND

Both offensive and defensive control are tricky in *NFL Football*. The jumpy animation and constant rotation make it tough to track your man. For instance, you can blitz your middle linebacker at the quarterback, but more often than not, you blast right past him, landing in the turf five yards away.



It's easy enough to keep tabs on your quarterback, but to complete passes successfully, you must wait for the receiver to complete his route. You know when it's time to throw the ball when the receiver's letter (either X, Y, A, or B, corresponding with the controller buttons) changes from red to white. It's a tough challenge to follow your quarterback while watching three receivers (who sometimes run out of view) at the same time. And the animation is so spotty that most of the time you don't know if your receiver is open, double covered, or in the stands getting a hot dog.

On the flip side, controlling the running game is a blast. *NFL Football* gives you plenty of options for your ball carrier — a spin move, a straight arm right or left, a burst of speed, a dive, or — most importantly — the high step, which gets your running back's legs pumping as he drives through potential tacklers. This move turns would-be losses into solid gains. Once you get good at all the individual moves, you can combine them: Try a spin move to fake the initial tackler, then use a burst of speed and a couple of high steps to get past the defensive line. Who knows, soon you might be as good as Emmit Smith ... without his paycheck.

NO FRILLS FOOTBALL

Some important elements are missing from *NFL* that are valuable and expected. Penalties, for example. No offsides, no pass interference, no holding ... OK, there's a "delay of game" penalty, but that's it. You can't

block punts, either, although you can try — your blitzers just don't go anywhere. In general, kicking is way too easy in *NFL Football*. Making 50-yard (or more!) field goals is routine.

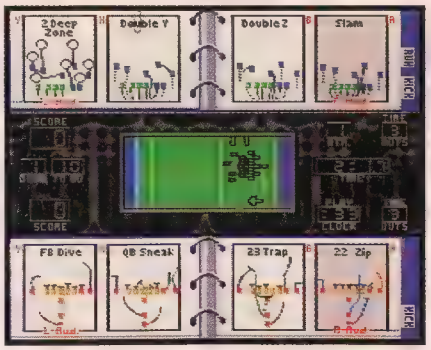
And although instruction manuals aren't particularly important for sports simulations, the *NFL* manual was written as if five-year-olds were the only people who were going to play. Check out these gems:

• The purpose of the defense is to try to stop the offensive team from scoring.

• Football is played on a field that is 100 yards long. At each end of the field is an end zone.

• Running plays are performed by having the quarterback give the ball to a running back, or by running himself.

You get the idea. The manual does give you the necessary material you need to play the game, but Konami should have taken into account the audience reading it.



You can't fault Konami (or Park Place) for trying to create a unique niche in the soon-to-be-glutted football category. Many of the elements of this game succeed and are quite enjoyable — the soundtrack, for example, is a jazzy marching band that really adds to the atmosphere, and the professional-sounding play-by-play puts *Joe Montana Sports Talk Football* to shame. If only the animation and play control had been better, we could have crowned a new king of gridiron simulations. For now, *John Madden* remains the benchmark to beat, with *NFL Football* an interesting variation on the theme.

Graphics: 8
Sound FX: 8
Music: 9
Bells & Whistles: 5
Control: 5
Replay Value: 6

OVERALL RATING: 7

Between the Lines

ASCII TO RELEASE SOCCER TITLE FOR GENESIS

ASCII, best known for top-of-the-line controllers, is releasing *AWS Pro Moves Soccer* this month for Genesis. *AWS* takes advantage of ASCII's six-button controller by giving the player a wide diversity of moves such as head shots, bump-and-run high kicks, and rainbow kicks. *AWS* also lets you build your team from scratch (even designing the uniforms), and make improvements using tournament winnings.

TOPPS RELEASES BASKETBALL ARCHIVES SET

Topps has announced the release of Topps Archive Basketball cards, a 150-card set, which features the missing years — 1981-1991 — of Topps basketball. Part of the 150-card set is an 11-card subset featuring the top draft picks for the ten-year span. Production of this set is limited to 10,000 cases, with 24 boxes per case and 24 packs per box (14 cards per pack). The cards will be printed on "Stadium Club" quality stock — Topps's highest quality card stock.

UPPER DECK ANNOUNCES 1993 NBA MVP HOLOGRAM SET

The Upper Deck Company has created a new "lithogram" card set featuring MVPs from each of the NBA's 27 teams, along with nine "Future MVPs" — players picked as superstars in the making. The set features a unique full-bleed design and each card includes two player pictures — an action photo and a holographic "inset" in the card. Also included in the set is a "Team MVP" subset featuring Chicago's Michael Jordan, Phoenix's Charles Barkley, San Antonio's David Robinson, Atlanta's Dominique Wilkins, and Utah's Karl Malone.

The "lithogram" is a combination of lithography and holographic images first introduced by Upper Deck in the company's 1992-93 NHL Hockey "Euro-Stars" insert set. Upper Deck first utilized holograms for security purposes when introducing its first baseball card set in 1989. The hologram helps prevent card counterfeiting.

FLEER OFFERS MINOR LEAGUE TEAM SETS

Fleer ProCards is offering 149 minor-league team sets that cover all levels of organized baseball — from Short-Season Rookie to Triple A. Fleer is the only manufacturer to offer a complete selection of team sets in 1993. The company is also issuing five different minor league All-Star team sets, four featuring the best of each Class A league, and a fifth focusing on the best of AAA.

CLEMENS AND HAVLICEK JOIN UPPER DECK AUTHENTICATED TEAM

Upper Deck Authenticated, distributors of unique autographed memorabilia, has added two of Boston's biggest athletes — current Red Sox ace Roger Clemens and former Celtics great John Havlicek. Both have signed deals to provide autographed jerseys, photos, and other collectibles to Upper Deck. The merchandise is available through the Upper Deck catalog and through retail stores.

METALLIC IMAGES RELEASES COOPERSTOWN COLLECTION

Twenty Hall of Fame baseball players ranging from Willie Mays to Bobby Bonds to Johnny Mize have been immortalized in Metallic Images's Cooperstown Collection set, a series of durable, embossed metal cards with rolled edges. The cards come packed in a collector's tin and feature full-color fronts and backs. Only 49,900 sets of the Cooperstown Collection will be produced. For more information, contact Kit Kiefer at The Listle Group, 414/982-6593.

GP

Fire 'N Ice

review

TECMO
NES

Sequoia Commerce Center; 19260 South Van Ness Avenue; Torrance, CA 90501

Patrick McGee

You're a novice wizard given only Ice Magic and a single task: Save Coolmint Island from the Flame Monsters before the island melts away!

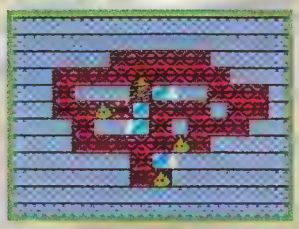
Fire 'N Ice is a new puzzle game without fancy graphics or play control — it doesn't need them. It's just an enjoyable game in which you push, create, and destroy various blocks of ice to extinguish the Flame Monsters. The individual elements may not be above average, but its "enjoyable" score is greater than the sum of its parts.

There are nine progressively harder worlds to solve, each with nine sections and a palace to conquer. Each world also requires different strategies. But if you get stuck on a screen, you can either start that screen over or skip it and return later. In fact, you can begin on any section in any level. To get to a palace, however, you must solve all nine sections of that level. A password option also lets you save your progress.

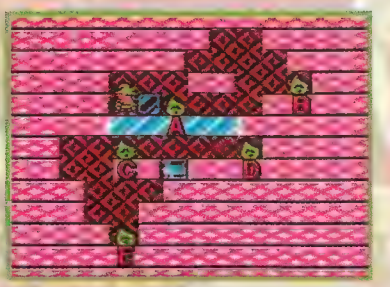
Planning is the key to *Fire 'N Ice*, but with a little bit of patience, it will provide hours of fun for the puzzle fanatic.

GP

An evil wizard has sent Fire Monsters to Coolmint Island. You must extinguish the flames before it's too late.

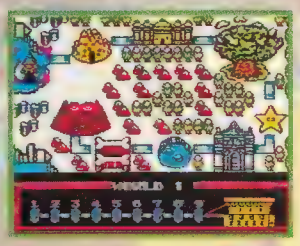


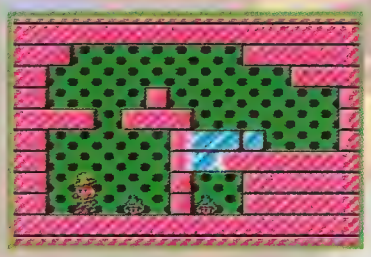
Try making ice blocks under edges in 6-3. Then you can zap the one next to it and push the ice block into a Flame Monster.



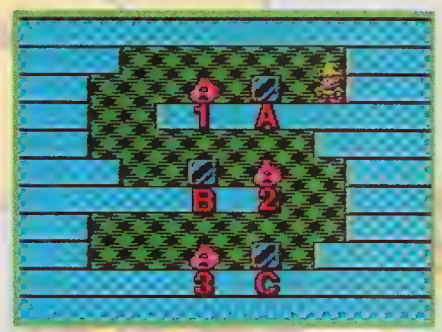
Here in 9-7, first drop the dark block and Flame 1 to the level below. Then eliminate the Flame monsters in this order (Hint: Use the dark block to cover the bucket).

There are nine progressively harder worlds to overcome.

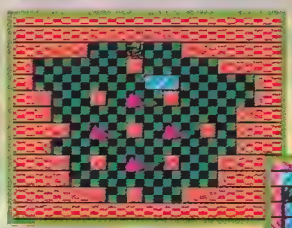




Keep your cool if you're burned by a puzzle — you can always try again.

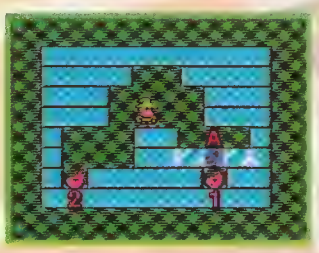


Don't fall for the obvious in 8-1. Push A into Flame 1, B into Flame 2, then freeze B to second level before pushing C into Flame 3.

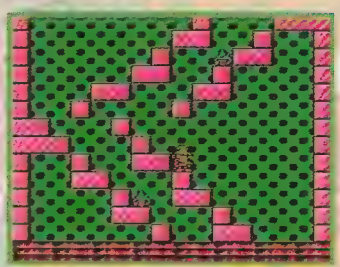


The palace at the end of the Cobalt Mine requires good timing, not pushing.

Don't always push the closet block first.



Plan ahead in 8-5! Make a block above and to the right of A, then drop A onto Flame 1. Now climb back up to where you started and make and push an ice block to Flame 2.



Some of the palace puzzles, such as the Golden Castle, are slowly sinking into the flames. Better move quickly!

GRAPHICS	5
SOUND FX	5
MUSIC	4
BELLS & WHISTLES	6
CONTROL	5
REPLAY VALUE	6

OVERALL **7**

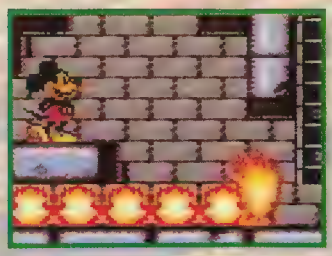
Land of Illusion

review

SEGA OF AMERICA
GAME GEAR

130 Shoreline Drive;
Redwood City, CA 94065

Use the map to decide where to go first.



The fire chases you, leaving a scorching mark in its path. Be sure to stay ahead of it!

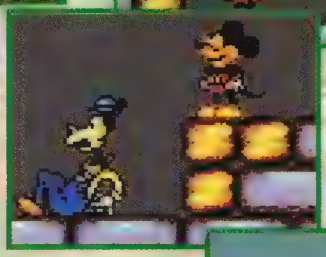
Jonathan Gagnon

The world's most famous mouse — that's Mickey, of course — is in desperate need of your help. It seems our furry friend was reading a book of fairy tales when he dozed off, only to wake in a strange, scary village. A girl tells him the town was prosperous until an evil phantom stole the magic crystal that protected it. Mickey nobly agrees to return the crystal. As Mickey, you must use magic items and seek advice from different characters to find the phantom's castle.

One of the first things you notice about *Land of Illusion* is the eye-pleasing, colorful graphics. And after you've *played* the game, you realize that Mickey is as easy as pie to control, making *Land of Illusion* not only fun, but also a blast to play. It may not be the *hardest* adventure you've ever attempted, but it has enough challenge and variety to keep you interested.

GP

The tornado carries Mickey over deadly spikes.



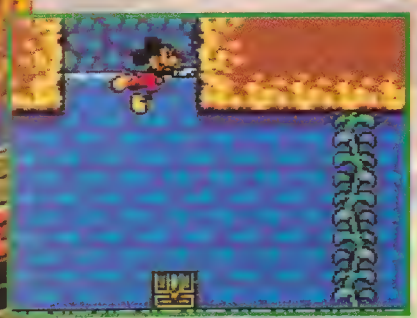
Chuck blocks at the dragon's head. By defeating him, you save your friend...

Enter this doorway to get a barrel that gives Mickey a higher boost.

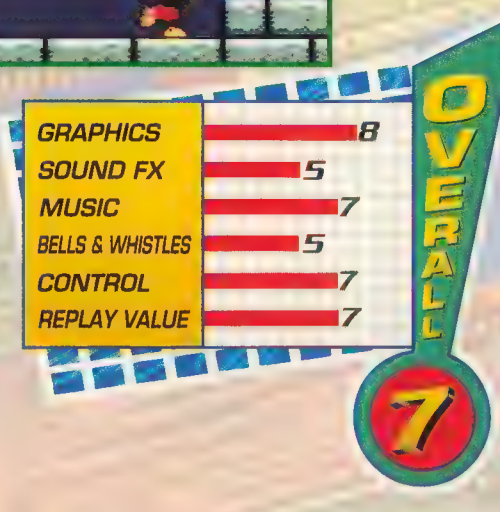
...who then gives you clues about where to go next.

Use a lantern to light your way, but watch out for evil spirits.

This apple shuts the snake's mouth, allowing Mickey to cross in safety.



Air is essential for a mouse's survival — watch the meter so you know when to go up for more.



Operation Logic Bomb

Review

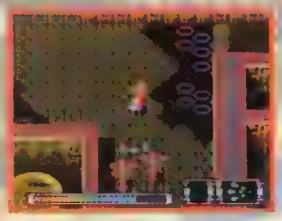
SUPER NES
JALECO
310 Era Drive;
Norhtbrook, IL 60022

Billy R. Moon

After years of research, the Subspace Particle Transfer project is almost complete. Scientists have successfully transferred humans between two short distances and are ready for long-range trials. But suddenly all contact with the lab is lost. *Something* has taken control of the facility. That's where you come in.

As Agent Logan, a bio-electrically "enhanced" human, your job is to overcome the force that's controlling the lab and return the particle-transfer project to the hands of the good guys. Unfortunately, you soon discover that the mysterious force is from an alien world with abilities far beyond mankind's. You must quickly master all the lab's new technological wonders if you're to regain control.

Operation Logic Bomb is basically an action game, but — as the title implies — there's a certain amount of reasoning required in addition to the traditional shoot-'em-up skills. You complete the game's ten levels in random order. For example, you must transport to level 3 to pick up a special weapon before you can open a door in level 2.



The triple-shot ray fires in several directions at once. The individual shots aren't powerful, but they help protect you against a bunch of foes.

To destroy the level-3 boss, blast him with your single-shot ray. When he fires, move to the side to avoid his frontal blast, then back up and out of range of the less-powerful side blasts.

Check computer terminals for info. Each of the lab's floors has a specific terminal that holds a map of the entire level.

Other terminals provide you with tapes about the alien invasion or handy energy refills.

Having to collect items in a certain order gives *Operation Logic Bomb* a certain *Zelda* quality that generic action games don't have. In addition, you can get information on various aspects of the alien invasion from computer terminals in each level. The data is highly useful — if not actually vital — in conquering the game.

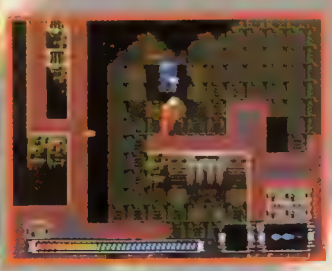
An overall strong, interesting action game, *Operation Logic Bomb* distinguishes itself from the rest of the pack in every way but one — why the limited continue feature? It's not appropriate for this type of quest adventure.

GP

The route from point A to point B may be problematic. This room on level 2 holds the control mechanism for the door. Unfortunately, you don't the appropriate gun to destroy it...

...so you'd better hop in the particle transporter for a trip to the level 3.

Use the ricochet ray on this level to open the door on level 2.

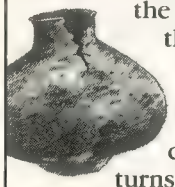


You have only two weapons at the beginning of the game. The single-shot fires a machine gun-like burst that's useful for a one-on-one encounter with an enemy.

Marketplace

IT'S A TRAGEDY BEYOND DESCRIPTION.

96,000 acres of irreplaceable rain forest are being burned every day. These once lush forests are being cleared for grazing and farming. But the tragedy is without the forest this delicate land quickly turns barren.



The National Arbor Day Foundation, the world's largest tree-planting environmental organization, has launched Rain Forest Rescue. By joining the Foundation, you will help stop further burning. For the future of our planet, for hungry people everywhere, support Rain Forest Rescue. Call now.

Rain Forest Rescue.

The National Arbor Day Foundation™

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Rock N' Roll Racing

review

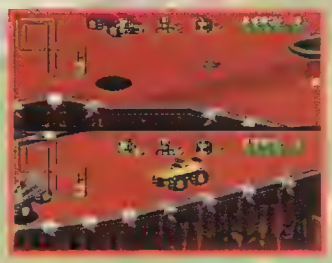
INTERPLAY
SUPER NES
3710 South Susan Street; Suite 100;
Santa Ana, CA 92704-6955

Stephen Poole

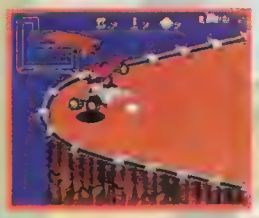
Choose a hero, then get ready for mechanized destruction!

There are only two cars you can afford at the beginning of your career. Win a few races, then move up to the Marauder and beyond.

If you plan on staying in front of the pack, buy weapons released from the rear; if you'd rather rack up kill bonuses, power-up those forward-firing guns and missiles!



A split screen is used in the two-player mode.



The sandy terrain on Bogmire provides surprisingly good traction.

Strap on your helmet, rev up your engine, check your weapons, and crank up the tunes! *Rock N' Roll Racing* is headed your way, and if you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one.

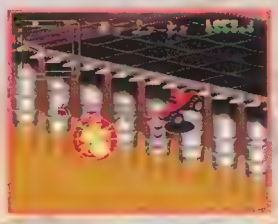
Heck, the soundtrack alone is good enough to make you want to play. Slap in the cart and the first thing you hear is George Thorogood's "Bad to the Bone." The crunching power chords of Black Sabbath's "Paranoid" get you ready for your first dose of motorized mayhem; head to the second track to hear a killer version of Deep Purple's "Highway Star." The "Peter Gunn" theme is here (it was also featured in the arcade *Spy Hunter*), and so is the Steppenwolf classic "Born to be Wild."

But great tunes are just the tip of the iceberg. *Rock N' Roll Racing* has all the features you expect from a first-rate combat race. Cash winnings (and money grabbed on the track) are used to buy new equipment — from better tires and shocks to missiles and mines. The play control and animation are excellent, and with five cars, three dozen tracks on six distinct planets, a two-player mode, and a Versus option that lets you start with your car maxed out for speed and firepower, *Rock N' Roll Racing* has plenty of replay value. Give this one the checkered flag!

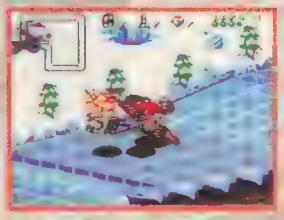
GP

Rogue missiles are powerful, but slow.

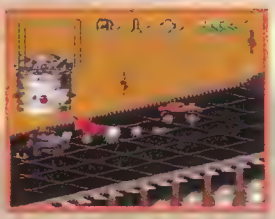
New Mojave is a prison planet sporting camouflaged tracks.



Be careful with those Locust Jump Jets or you'll fly off the track.

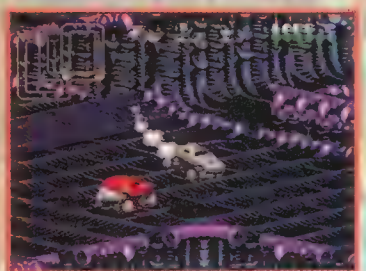


The ice planet NHO has the slipperiest courses on the circuit.



Chem VI is a wasteland full of pollution and armaments.

Are you up to the challenges of the winding, curving tracks on lava-laden Inferno?



The tracks on Dragonis look like the inside of the derelict in *Alien*.

Spider-man 3: Invasion of the Spider-Slayers

review

LJN
GAME BOY
71 Audrey Avenue;
Oyster Bay, NY 11771

Jonathan Gagnon

It's time for that web-slinging superhero to grace the screen again. Spider-man, alias Peter Parker, is back for another adventure, fighting Electro, Scorpion, and the Tinkerer on the Game Boy screen.

New York City is crawling with mechanical spiders, and the critters are throwing off our hero's famous Spider Sense. Armed with his web-shooters and Spidey abilities, he must rid the city of the alarming arachnids.

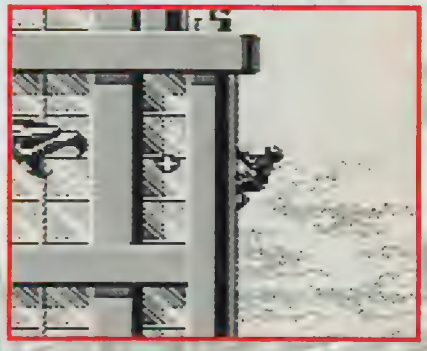
LJN's third Game Boy *Spider-man* is true to the comic books — so true, in fact, that you can find clues for solving the game in Marvel's *Amazing Spider-man* issues 368 to 373. But the graphics and character movements could sure use some refining. Still, you can't *dislike* a game that includes that ultimate spider-villain, Alistair Smythe.

GP

Get ready for web-slinging action.

Your Spider Sense is going wild, so be alert.

Let the men in trenchcoats draw their weapons first — some of them are actually good guys.


When scaling walls, watch for boulders that birds drop on you. They also fire at you, sending you plummeting.

Scroll slowly to keep the skateboarders from coming at you too quickly. You can gain mega-points if *you* jump on a skateboard.

Use the gargoyles' heads to swing to upper ledges.

Show this metallic vulture what a spider-kick can do. Trap him in the corner and keep kicking until he's defeated.

GRAPHICS	5
SOUND FX	4
MUSIC	5
BELLS & WHISTLES	6
CONTROL	4
REPLAY VALUE	6

OVERALL 5

Super Aquatics

review

SUPER NES
SEIKA
20,000 Mariner Avenue;
Suite 100; Torrance, CA 90503

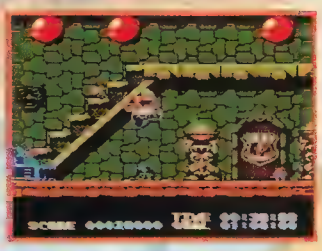
Erik Lundrigan

The Aquabats, those characters from the *James Pond* Genesis and Game Gear games, are back, making their crossover debut on Super NES. This time around, they're athletes aiming for the gold — gold medals, that is. *Super Aquatics* is a twist on the Olympic-competition games on the market — it's amusing, but it's not as exciting as a true sports simulation.

Take a crack at all the events with the training option before moving into actual competition in the medal rounds. If you fail to qualify even after training, you can't continue until you pass a quick-reflex test with your controller. Zap a controller button as fast as you can until you pass a mark on a scale — each time you continue, the mark moves higher. It gets tough quick!

Training is very important to fledgling Aquabats. Perfect the skills you need to qualify before you take the plunge!

If you don't kick the pelican in the 100-meter splash, he helps you win the race with an air-lift to the finish line.



Ouch! You get a nasty shock to your ... system if you're not careful.

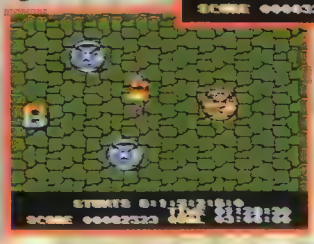
It's difficult to qualify the first few times you try, but with practice, everyone can cheer your record-breaking scores.

Practice bouncing several balls off your nose in order to get out of trouble.

The two-player feature of *Super Aquatics* may be more appealing than the physically tiring — for your thumbs, anyway — one-player mode. Competing against a friend is always fun, though, and two players (especially younger players) can make an afternoon of it. But, for the most part, *Super Aquatics* doesn't earn even a bronze.

GP

It's crazy Mr. Starfish Man, and he's got some candy. Feed the little fishies before they're turned into giant chowder.



If you want to score big points in the castle, you can go through the ceiling — but only while you're doing a stunt. Be sure to claim all six trophies while you're there.

Train hard to get your races down to gold medal times. You can practice each race as often as you like.

GRAPHICS	5
SOUND FX	5
MUSIC	4
BELLS & WHISTLES	5
CONTROL	6
REPLAY VALUE	4

OVERALL 5

Super Ninja Boy

review

CULTURE BRAIN
SUPER NES
18133 N.E. 68th; Building D-130;
Redmond, WA 98052

Patrick McGee

Here's a quest game that packs a punch!

In *Super Ninja Boy*, Chinaland has been visited by aliens who arrive with a message of peace. But after they've left, strange things begin to happen. Deciding to put things right again, you first help the emperor get rid of some robbers. Then you follow a quest, traveling from city to city doing favors for the local rulers in return for valuable items and information. You also must collect the seven magical Auraballs as well as learn new ninja skills and magical spells.

Super Ninja Boy is similar to the *Dragon Warrior* series in its role-playing aspects, but during the fight scenes, you really fight! Instead of selecting what course of action to take (i.e., fight, use magic, or run), then watching the game go through the motions, you actually run around kicking, punching, flipping, slashing, or whatever else *you* want to do. This adds a new dimension of fun and gives you more control over your character's destiny.

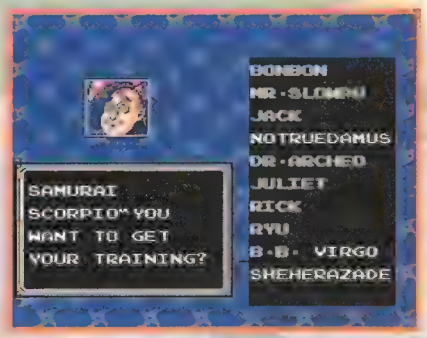
In addition to a normal two-player game, you can also switch from one to two players anytime during *Super Ninja Boy* by visiting a convenience store. You can also choose from among three difficulty levels and save your progress with a passcode feature — although the passwords are long and complicated.

If you enjoy big quest games that take a while to finish, but you want more action out of the experience, you may want to try *Super Ninja Boy*. It has good graphics, interesting fights, and a great theme. It's really a lot of fun to play — and a kick to master.

GP

Visit the convenience store in each town to save your progress. You can use holes to trap approaching enemies in Field-Meeting mode.

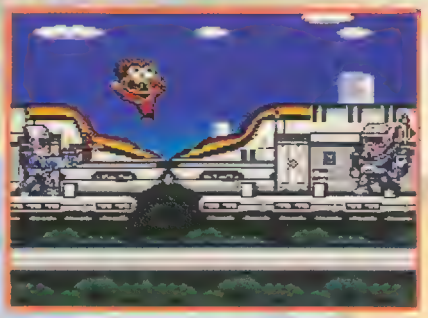
In Field Meeting mode, you can use holes to trap approaching enemies.



Get unlimited free Dragon Eggs by selecting Jack and Sheherazade for the test in Edo City.

To defeat Miss Finny (and earn the De Tecoy spell), stand on the right top edge and use your sword when she approaches.

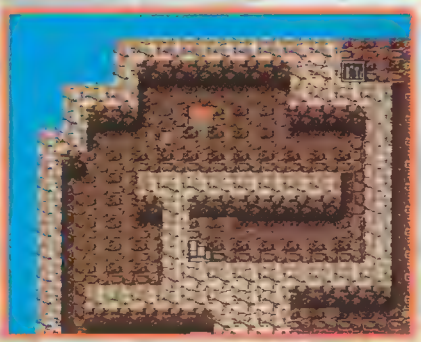
The only way to defeat the powerful Nargi is with the Feather Sword.



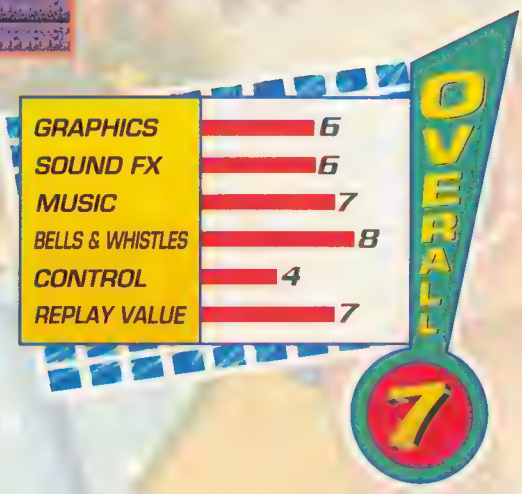
Riding the subway with guys like these can be dangerous!

You must prove your worthiness in various tests throughout your quest.

Visit the Forest Temple Master to learn new ninja skills.



Explore towers and caves for hidden treasure.



Technoclash

review

ELECTRONIC ARTS
GENESIS
1450 Fashion Island Blvd.;
San Mateo, CA 94404

Billy R. Moon

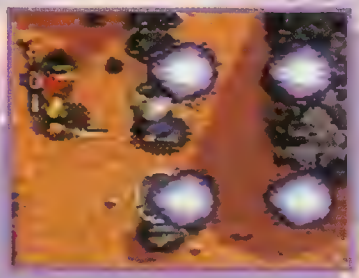
The basic premise of *Technoclash* is that "technolords" from the future have used a transdimensional portal to send destructive robots into a time when magic reigned supreme on Earth. You end up fighting a bunch of rejects from *Robocop* using your wizardry. It's a pretty weird mixture that is pretty interesting — at times.

Technoclash mixes game styles as well as time periods. Although it's basically an action game, there are hefty RPG and adventure elements. You can cast a ton of spells, but you don't have to search for eye of newt in order to earn them. Instead, you simply collect power-up tokens. Combat spells (which include lighting bolts and time bombs) are cast via a grid; other spells are accessed by different button combinations.

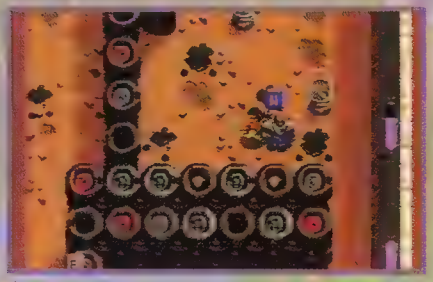
Interestingly enough, you can play two-player *Technoclash* without having to maintain friendships with actual human beings. Once you've completed the first level, you can choose a computer-controlled bodyguard. This character is fairly stupid, but generally comes in handy, particularly if you're attacked from several sides at once. The net effect is similar to having a character controlled by your mom — it's not somebody to be counted on in a fight, but a good prospect for taking a bullet meant for you.

GP

Press A and Start to control Indar, the Hawk of Second Sight. He can find dangers that lie ahead.

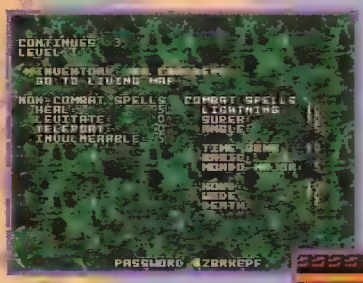


Back off after casting the time-bomb spell — it can damage you, too. Don't use it when you're dodging a lot of enemies.



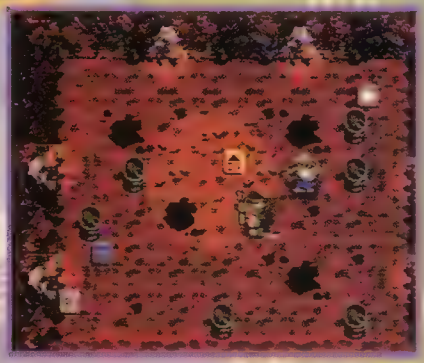
Collect letter blocks to enhance your supply of each spell.

Select your bodyguard carefully. Faarg is a lot tougher than Chazz, but he can't levitate.

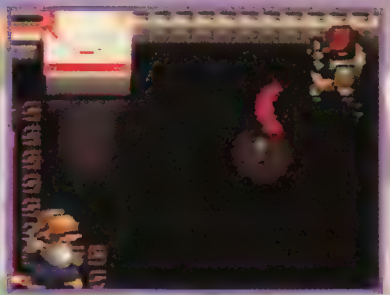


Press Start during the action to activate the main menu, which provides a comprehensive list of available spells.

Most enemies — including the first-level boss — can be taken out fairly easily with only basic firepower. Save your spells for attacks by multiple opponents.



Some piles of trash in the junkyard have secret entrances that lead to missing keycards.



The angle spell is really useful. After the "boomerang" is released, use the directional pad to control its path.

GRAPHICS	6
SOUND FX	7
MUSIC	6
BELLS & WHISTLES	6
CONTROL	7
REPLAY VALUE	5

OVERALL **6**

Tesserae

review

GAMETEK
GAME GEAR

2999 NE 191st Street; Suite 800;
North Miami Beach, FL 33180

Billy R. Moon

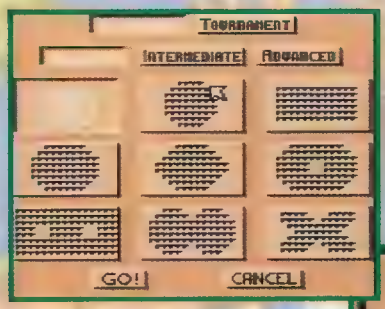
Tesserae is somewhat unique among recent puzzle games because is actually *looks* like a puzzle game — a sort of checkerboard from some alien planet. The game play almost fits this concept as well: You jump over different game pieces as in checkers, but the rules are vastly different.

The basic object of the game is to clear the board of all but one game piece by jumping tiles from one space to another, causing the tile in the middle to disappear. Complicating matters, the tiles are different colors, and the board is entirely full of them. The tiles come in three basic colors — red, blue, and yellow. If you jump a tile to a space with a tile of the same color, one of the two tiles disappears. But if you jump to a space with *another* color, you get a combination color. For example, if you jump a red tile onto blue, you get a purple tile. Those tiles are harder to get rid of, and the rules get a little complicated, but the game play becomes apparent after a few practice runs.

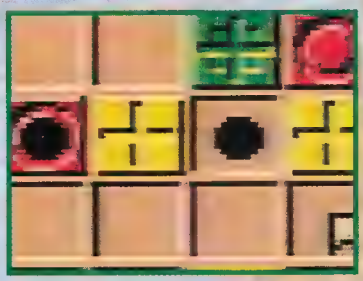
Tesserae is a good, intellectually stimulating game that takes a while to master — although the hours of game time are worth the trouble. The graphics aren't exciting, but they're not bad, either. And the same can be said for the sound.

In the long run, *Tesserae* is a good puzzle game, but it has nothing that distinguishes it from other puzzle games. *Lemmings* broke the mold for teasers with a style of its own. *Tesserae* is neither exciting or original enough to warrant that kind of praise, but it's still a solid effort.

GP



Choose between individual boards on the opening screen, or select the tournament mode, which requires you to defeat them all.



Jumping a primary color (red, blue, or yellow) tile over another primary tile to a blank space has the same effect as in checkers: the middle tile is removed.

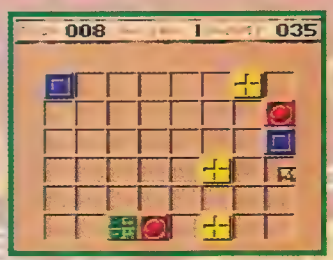
Jumping a primary tile to a space with a tile of the same color causes both the middle tile and the target tile to be removed.

Jumping a primary tile onto a *different* colored tile produces a secondary color — green, purple, or orange.

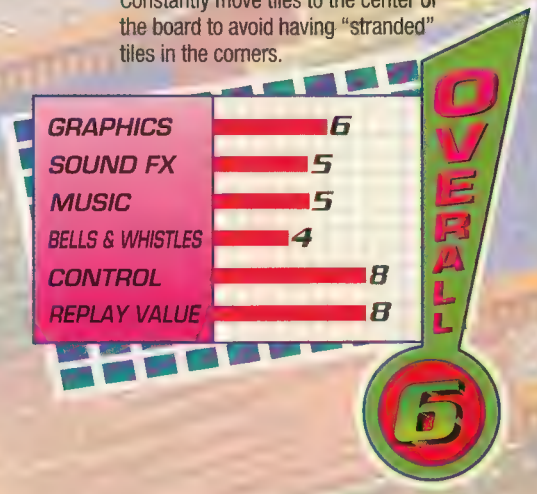
Jumping a primary tile over a secondary removes the primary color from the secondary tile. In other words, jump a yellow tile over a green one and you get a blue tile in the middle space.

Secondary tiles can jump only over another secondary tile of the same color. Since they're not versatile, get secondary tiles out of the corners as soon as possible.

Jumping a primary tile onto a secondary produces a tertiary tile composed of all three colors.



Constantly move tiles to the center of the board to avoid having "stranded" tiles in the corners.



Utopia

review

JALECO
SUPER NES
685 Chaddick Drive;
Wheeling, IL 60090

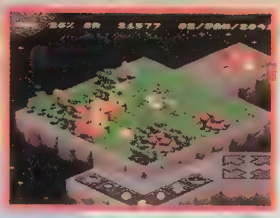
Matthew A. Firme

In as much as you play as the administrator of a colony, *Utopia* is a little like *Sim City*. You build factories, homes, and so on; set tax rates; and strive to make your citizens happy and your colony prosperous. But unlike *Sim City*, *Utopia* asks that you perform these tasks on hostile, unexplored planets that are under constant threat of alien attack.

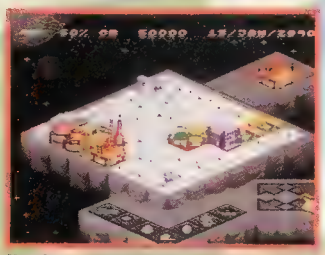
Although it's an enjoyable game of resource management, *Utopia* isn't a real standout. The graphics, sound, and music are only average. There's almost no animation, only one song to the soundtrack, and very few sound effects. And the combat portion of the game—the one thing that makes *Utopia* more than just a *Sim City* clone—is more frustrating than challenging. This one has too many strikes against it to rate much higher than average.

GP

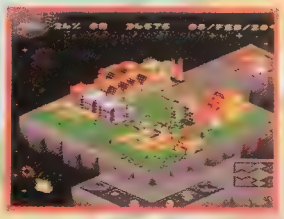
You must colonize ten planets, each more dangerous than the last.



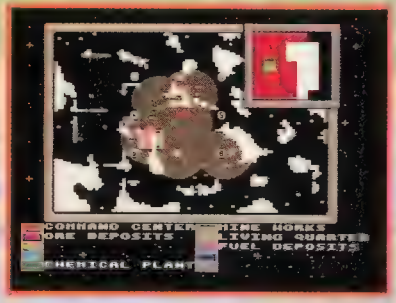
It's important to set up chemical plants and mines like these as soon as possible. Both provide resources you need, plus they generate income for your colony.



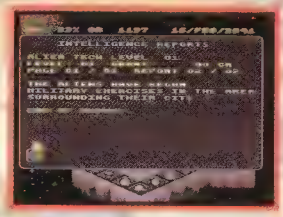
You begin each game with 50,000 credits and a "Quality of Life" rating of 50 percent. You can't advance to the next planet until you've raised the QOL to 100 percent.



Watch for emergency situations. This flashing symbol indicates a power shortage.

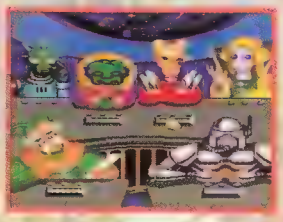


Get instant info on your colony's buildings, proximity to resources, and so on from the map screen.

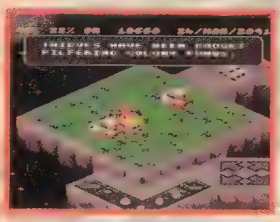


Attack warning! The aliens are engaged in military exercises — it won't be long before they march into your territory!

Build tank yards to combat the enemy. Each produces armored attack vehicles, which you can move to any point on the map.

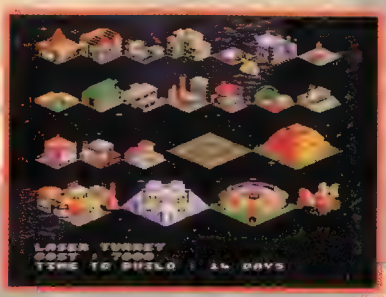


Consult a staff of advisors to check the status of your colony. The advice they give is *very* important!

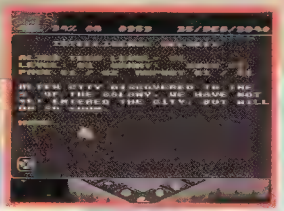


Watch that Quality of Life index! When it drops too much, crime will begin to run rampant.

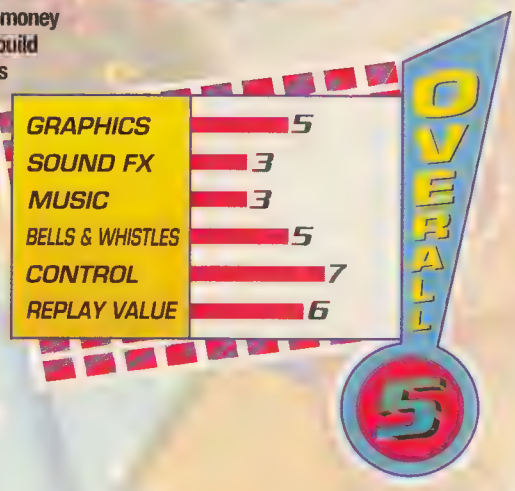
Pay attention to your colony's economy. You must keep enough money coming in to build improvements and defenses.



Here are the structures you can build. As your scientists discover new technologies, many buildings can be improved.



By funding spies, you receive intelligence reports on the activities of any aliens sharing your planet.



Where in Time Is Carmen Sandiego?

review

HI TECH EXPRESSIONS
SUPER NES
584 Broadway;
New York, NY 10012

Billy R. Moon

The *Carmen Sandiego* games are the most popular series of educational software ever—and for good reason. Not only does the "solve the case using the reference book" concept enable kids to learn while they're being entertained, but the incorporation of a concrete set of facts also makes for infinite sequels.

But while the PC games are stretching the envelope on technology, this new SNES version falls short. Sure, the memory requirements are hefty, but the scenery of a *Mario* game is more exciting than this — graphics that would probably be beautiful in 256 colors (and passable with much less) are reduced to a few mundane shades.

Luckily, the *Carmen Sandiego* games don't depend on graphics for great adventure and educational content. The basic premise of *Where in Time...* is that master thief Carmen and her gang have gone on another crime spree, this time using a time machine. In order to track her down, you must know (or learn) something about world history. Witnesses and clues found in various time periods enable you to determine which period you should visit next. At the same time, you must pick up descriptive information to help you nail the right gang member, such as eye color or favorite artist.

While the SNES version is by no means an excellent translation of the PC original, *Where in Time...* is itself good enough to warrant a second look for parents interested in teaching their kids something other than hand/eye coordination, and for kids who want more than a scrolling arcade game.

GP

One of the coolest things about *Where in Time...* is that you can play it in several different languages.

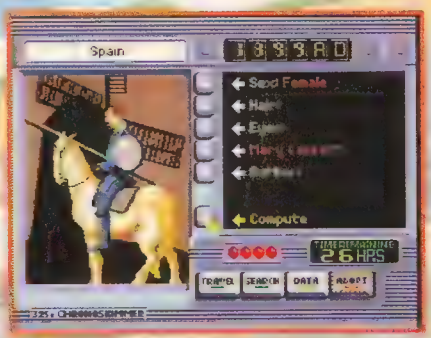
You get a description of each new country or era that includes various historical facts. Sometimes you find out you're on the wrong track.

If you're headed in the right direction, a V.I.L.E. henchman greets you.

Witnesses and informants occasionally drop clues that help you ID the criminal you're chasing.

Compare the info in the dossiers with the clues you've collected.

When you've questioned everyone, use the evidence to determine your next destination.



Once you've collected several clues regarding the criminal's identity, input them into the evidence computer and get a warrant.

Eventually you wind up in the same era as the person you're pursuing. You'd better have a warrant or your arrest won't stick.

GRAPHICS	5
SOUND FX	5
MUSIC	7
BELLS & WHISTLES	7
CONTROL	8
REPLAY VALUE	7

OVERALL **7**

Yoshi's Cookie

review

NINTENDO OF AMERICA
NES
4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

Chris Slate

From the first time we heard him utter his little "Yoshi!", we've been in love with Mario's deputy dinosaur. With co-starring roles in *Super Mario World* and *Super Mario Kart*, he earned superstar status and the lead in the aptly-titled *Yoshi* for NES. Now he's back in *Yoshi's Cookie* — a follow-up of sorts to *Yoshi*.

OK — it's Yoshi. It's a puzzle game. What's so great? At first glance, you might not see the big deal. But play it once or twice, and you're *hooked*. Like all classic puzzle games, the premise is simple: You rotate rows of different cookies to match new ones coming from the top and the right. That's it.

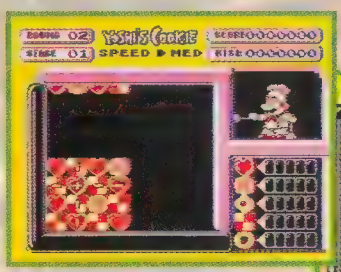
Yoshi's Cookie is an easy game to get into, but it quickly gets *very* challenging. The two-player mode is by far the best way to go — you and a friend race to complete rows of cookies.

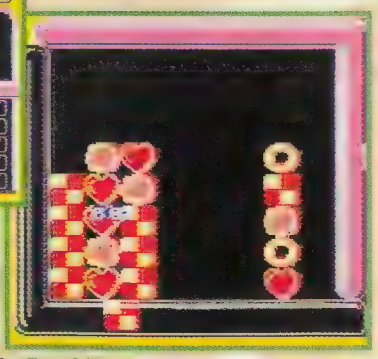
What can we say except Nintendo's done it again. Any way you cut it, Yoshi bakes one mean cookie!

GP

The NES version offers a one-player mode as well as the popular Vs. mode. Hey — where's the Puzzle mode that's in the SNES game?

In the one-player mode, you can set speed and music type, and select among rounds 1-10.



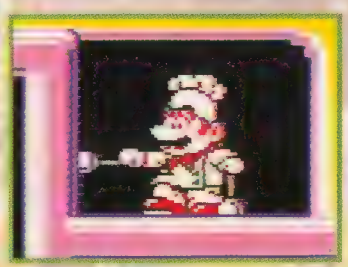


OK, here's how the program works: Use your crosshairs to turn the rows until you form a complete line of the same cookie. Easy? Keep playing!

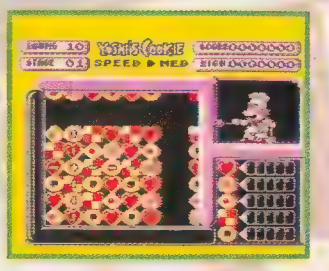
In the Vs. mode, you can adjust each player's speed, the game's music, or even add handicaps to even out the odds.

The object of the Vs. mode is to complete more rows than your opponent. You can even use special attacks to hamper each other's progress!

YOSHI HEAD! YOSHI HEAD! If you can manage to line up a complete row of Yoshi heads, good things happen!



Mario may be at the controls, but Yoshi's at the helm of *this* Nintendo game!



Later, puzzles get extremely difficult, with lightning speeds and huge stacks of cookies!

AHEAD OF THE GAME

ART OF FIGHTING

Fans of the popular *Fatal Fury* games will love *Art of Fighting*. It's been a long time coming, but Takara rewards gamers' patience with versions for both Super Nintendo and Genesis.

Like *Fatal Fury*, *Art of Fighting* got its start as a Neo-Geo multi-system smash in the arcades. The 16-bit version just might prove to be even better because it has eight difficulty modes that weren't in the coin-op game, plus brand-new "Super Ultra" attacks! Rumor has it that the ending somehow ties into *Fatal Fury*, too.

SNES, Genesis		
PUBLISHER		DEVELOPER
Takara		Takara
megs: n/a	fighting	December

BRETT HULL HOCKEY

Hockey games were all the rage during the Consumer Electronics Show in June, and Accolade's one of the major reasons why! The company's new *Brett Hull Hockey* was a pleasure to watch, with smooth Mode 7 graphics and Emmy Award-winning broadcaster Al Michaels calling the play-by-play.

You can choose one of 28 teams as you duel through the grueling 84-game season, including the championship tournament. The game's many features include full instant replay and partial all-star skills competition.

SNES, Genesis		
PUBLISHER		DEVELOPER
Accolade		Radical Ent.
megs: n/a	sports	Nov/Dec

BUGS BUNNY'S RABBIT RAMPAGE

That Wascally Wabbit makes his SNES debut in what looks like the best Bugs Bunny game ever! *Bugs Bunny's Rabbit Rampage* delivers all the looney fun on which kids have grown up for generations. And anyone who's played *Death Valley Rally* knows Sunsoft can deliver a Looney Tunes game.

The game is based on two classic Bugs' cartoons — "Rabbit Rampage" and "Duck Amuck." Throughout the adventure, Bugs is running from his animator — and the artist is none other than wacky Daffy Duck. Our carrot-munching hero is constantly faced with altering surroundings, sudden additions of characters, and surprising obstacles. You must contend with a host of classic villains, including Elmer Fudd and Yosemite Sam. You can outsmart them with Bugs' legendary wit, or just whap them with an old-fashioned pie in the face.

Super NES		
PUBLISHER		DEVELOPER
Sunsoft		Sunsoft
12 megs	action	November

DAFFY DUCK: THE MARVIN MISSIONS

Daffy's been trying to steal Bugs' thunder for decades, and his hard work has finally paid off! His first video-game starring role is based on the cartoon "Duck Dodgers in the 24 1/2 Century." Daffy and his loyal cadet, Porky Pig, travel through space trying to save five space ambassadors kidnapped by the despicable Marvin the Martian. Naturally, Marvin's on hand with his own kind of galactic philosophy, but those big, pudgy space ostriches are here, too.

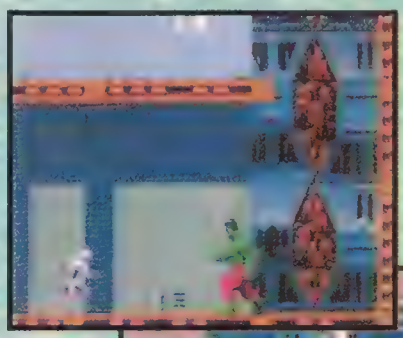
Each of the five levels is an independent cartoon, set apart by titles and animated sequences. Expect the same outrageous cartoon antics for which Sunsoft has quickly become famous, such as familiar character animations and facial expressions.

Super NES		
PUBLISHER		DEVELOPER
Sunsoft		Sunsoft
megs: n/a	action	October

THE INCREDIBLE HULK

GRRRRR!! HULK SMASH!!! The Incredible One himself is finally tearing his way onto video games! A gaming natural, the Hulk has been overlooked for years in favor of other big guns in the comic-book world. Now fans can finally take control of the Green Goliath as he rampages through five vicious levels against classic Hulk villains such as the Leader, Rhino, and Tyranus.

The Hulk-man's attacks include a Backhand Slap, Super Stomp, Bear Hug, Head Butt, and more! Just don't make him angry — you wouldn't like him when he's angry....



Gen., SNES, Game Gear		
PUBLISHER		DEVELOPER
U.S. Gold		U.S. Gold
megs: 16	action	December

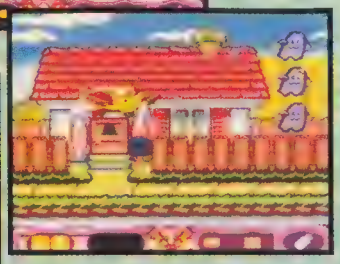
LETHAL ENFORCERS

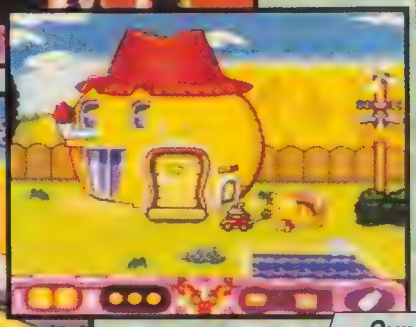
Freeze, punk! Konami's got you dead to rights with *Lethal Enforcers*, the chart-topping arcade hit that's blasting its way onto Sega CD!

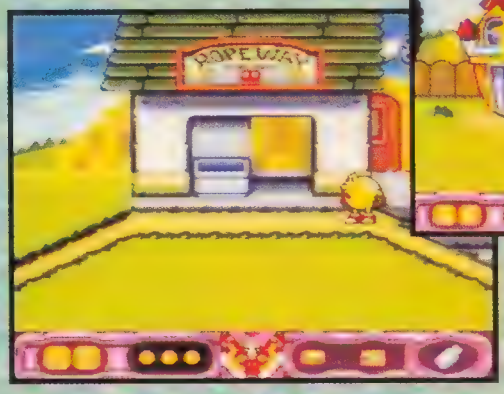
The rules are simple: Shoot the bad guys! Each level features hair-raising, split-second action as you thwart a bank robbery, try your aim in a high-speed car chase, take out hijackers, and more! And get *this*: *Lethal Enforcers* comes packaged with its very own light gun, just like the one in the arcade! Also true to the coin-op version is its explosive two-player option. What could be better than dealing out twice the damage!

Sega CD		
PUBLISHER		DEVELOPER
Konami		Konami
megs: n/a	action/gun	4th quarter

PAC-MAN 2







Get ready for something totally different! Namco's *Pac-Man 2* puts a twist on everyone's favorite ghost-gobbler with an innovative new interface. Instead of directly controlling Mr. Pac, you take on the role of his partner, helping him through a brand-new adventure in Pac-Land.

First bridge the gap between our dimension and his to make friends with Pac-Man — and even that first task isn't an easy one! You put a scare into him at first, but with patience and puzzle-solving, you can convince him that you're on his side. The colorful graphics and countless character animations in *Pac-Man 2* make you feel just like you're playing along with a cartoon!

Super NES		
PUBLISHER	DEVELOPER	
Namco	Namco & Assoc.	
megs n/a	puzzle	Feb/Mar

STELLAR FIRE

Although Dynamix is new to the Sega scene, PC players know the company well thanks to super sims such as *Aces of the Pacific* and *Red Baron.* For its first Sega title, Dynamix uses the massive memory capacity of the CD to hold *Stellar Fire*, a sort of combination, we're told, of the PC games *Nova 9* and *Stellar 7*.

Fans of those games are familiar with the "run n' gun" game play and super 3-D effects. Your mission is to use your hovercraft to take out the entire enemy invasion force. Once you've cleared one planet, you're transported to another, and so on. Warm up those trigger fingers!

Sega CD		
PUBLISHER	DEVELOPER	
Dynamix	Dynamix	
megs n/a	shooter	4th quarter

SYLVESTER & TWEETY

"Sufferin' succotash!" The Looney Tunes invasion continues with TecMagik's *Sylvester & Tweety* for Genesis. This time around, you take control of the world's only single-parent cartoon cat as he chases Tweety through level after level of fur-flyin', feather-flappin' action!

Sylvester & Tweety is extremely faithful to the classic Warner Bros. cartoons, as Sylvester's one-and-only goal is to eat Tweety! There's no left-to-right scroll-n'-punch, or "rescue Sylvester's girlfriend" — just EAT THAT BIRD!! Granny, Spike, Hippety Hopper, and other classic characters occasionally get in your way, but you MUST succeed — or Sylvester Jr. won't be able to show his face!

Genesis		
PUBLISHER		DEVELOPER
TecMagik		TecMagik
megs n/a	action	4th quarter

WINTER OLYMPIC GAMES

The world once again comes together in the spirit of amateur athletics in 1994, when the Winter Olympics are held in Lillehammer, Norway. U.S. Gold's latest game adds to the already sizable library of Olympic video games, and there's a lot packed into this simulation.

You can choose from 16 different countries; eight different languages; and opening, closing, and medal ceremonies in *Winter Olympic Games*. There are ten different events in which you can compete — biathlon, bobsled, downhill skiing, giant slalom, luge, moguls, ski jump, slalom, speed skating, and Super G. Up to four players can compete against each other or the World Record holders. Go for the Gold!

Gen., SNES, GG, GB		
PUBLISHER		DEVELOPER
U.S. Gold		U.S. Gold
16 megs	sports	4th quarter

GP

Serial Killers in the Making?

It's been a subject for debate as long as there have been video games. And at a time when Sega of America is rating its games for content and the four major TV networks are running disclaimers about violence, it's more controversial than ever: Is the violence in video games harmful to players?

Jonathan Ward, a recent psychology graduate of Appalachian State University, was curious enough about the question that he made it the basis of an experiment for his research and methods class.

"I came up with the idea on my own," he says, "because I was interested in video games. I didn't have any trouble getting approval for the experiment — my professor was really interested in the idea. But I was surprised when I started doing research just how little work had been done on the subject."

Ward found two fairly dissimilar studies that were published several years ago. The first, published by D. Graybill, J.R. Kirsh, and E.D. Esselman in a 1985 *Child Study Journal*, showed that playing a violent video game actually may have some short-term beneficial effects because children exhibited fewer defensive fantasies and exhibited more assertive fantasies than children who played a nonviolent game.

A second study, published by C.A. Anderson and C.M. Ford in a 1987 *Personality and Social Psychology Bulletin*, found short-term negative effects in the emotional state of college students after playing violent games. The higher the aggression level of the game became, the more the subjects' hostility increased.

To set up his "Violence in Video Games: An Independent Study," Ward selected 30 college students at random from those who were currently enrolled in psychology classes. The ability to play video games was not taken into consideration — in fact, Ward was surprised that only a few of the test subjects had played before.

The students were divided into three groups of ten. The first ten, the "control" group, simply filled out the Buss/Durkee Hostility Survey, which asks 75 true/false questions such as: "I seldom strike back, even if someone hits me first"; "I never get mad enough to throw things"; "There are a number of people who seem to dislike me very much"; "I never play practical jokes"; "I don't let a lot of unimportant things irritate me"; "My motto is 'never trust strangers' ", and "Lately, I've been kind of grouchy."

Members of the second and third group were brought individually into a room and given basic instructions on how to play either *Street Fighter II* or *Lemmings*. *Street Fighter II* was chosen for its "overt" violence, or its use of physical force to inflict injury. *Lemmings* displays "unintentional" violence, when harm comes to the characters because of the player's actions. The test subjects played one of the two games for ten minutes, then filled out the Buss/Durkee questionnaire.

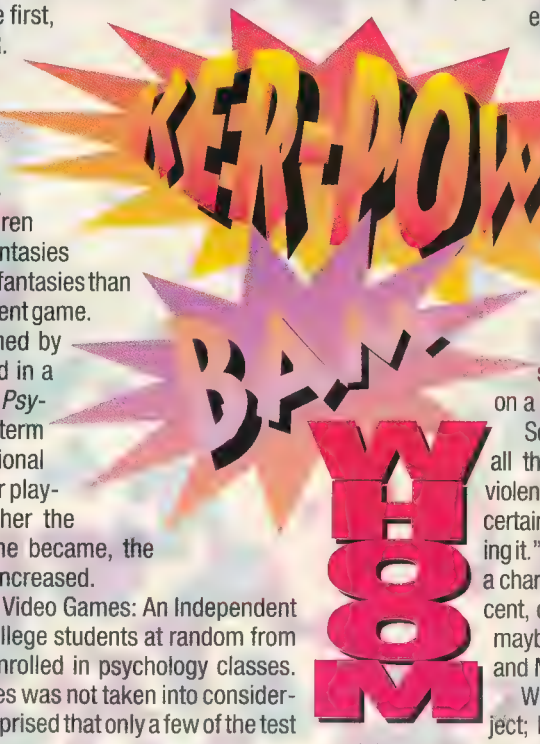
"What I expected," Ward says, "was that since *Street Fighter II* was the more violent game, it would inspire more hostility and violence in players than *Lemmings*, and that both groups would exhibit more hostility than the control group."

But what the study proved was that the group that played *Lemmings* actually scored higher levels of hostility than *Street Fighter* players.

"There were so many controls to figure out with *Street Fighter* that people were just amused at it," Ward says. "But it's just more irritating for the player to try to save helpless characters than to punch up on a big fighter."

So what did Ward learn? That despite what all the experts say, if you "attempt to deter violence in a video game, [you] may actually raise certain aspects of the hostility instead of inhibiting it." In short, it may be a lot more healthy to beat a character senseless than to try to rescue innocent, cuddly creatures from a certain doom. So maybe Sega should rethink some of those GA and MA-13 ratings.

Ward is considering more study on the subject; he thinks that serious work on issues of violence in games, movies, and TV shows has basically been overlooked. And, of course, he's already proved that the research pays off — he got an A for this experiment.



The SN ProgramPad Leaves 'Em

The SN ProgramPad for Super NES is a force to be reckoned with. Its 30 pre-programmed buttons, including a secret code, give YOU the power to blow your opposition right out of the water. Imagine possessing the only pad that KNOWS 20 special Street Fighter II™ moves and 9 special Fatal Fury™ moves! That's right, they're already in there, just waiting for you to punch a button. And if those aren't enough for you, just program 6 of your own power moves to totally crush your enemy. All this plus variable auto-fire & slow motion, 8-way directional control, and an LCD screen! After all, when you're up against sharks, you do what it takes to win.

The SN ProgramPad

- now you can make your own rules.

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Dead In The Water.

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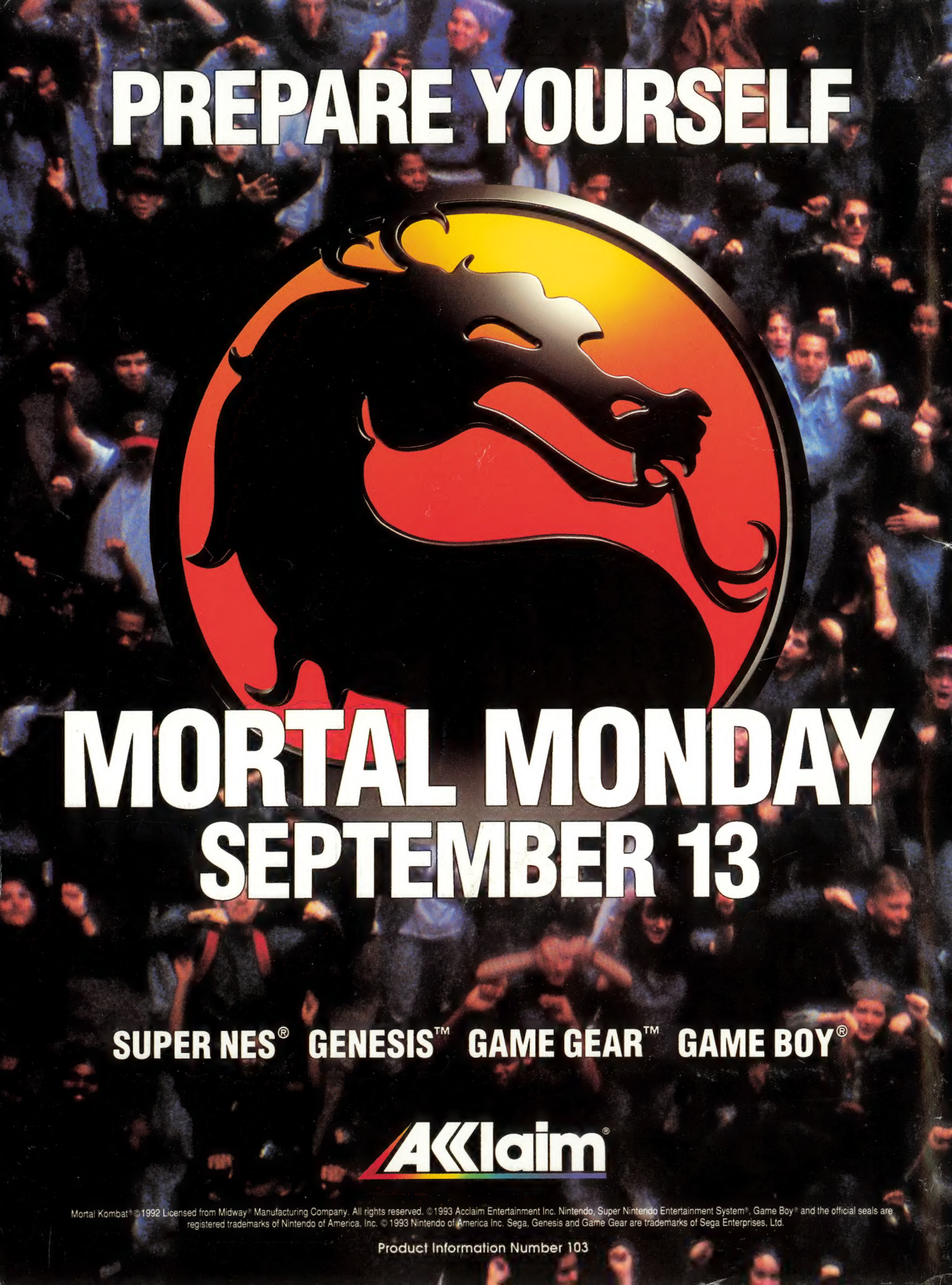

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